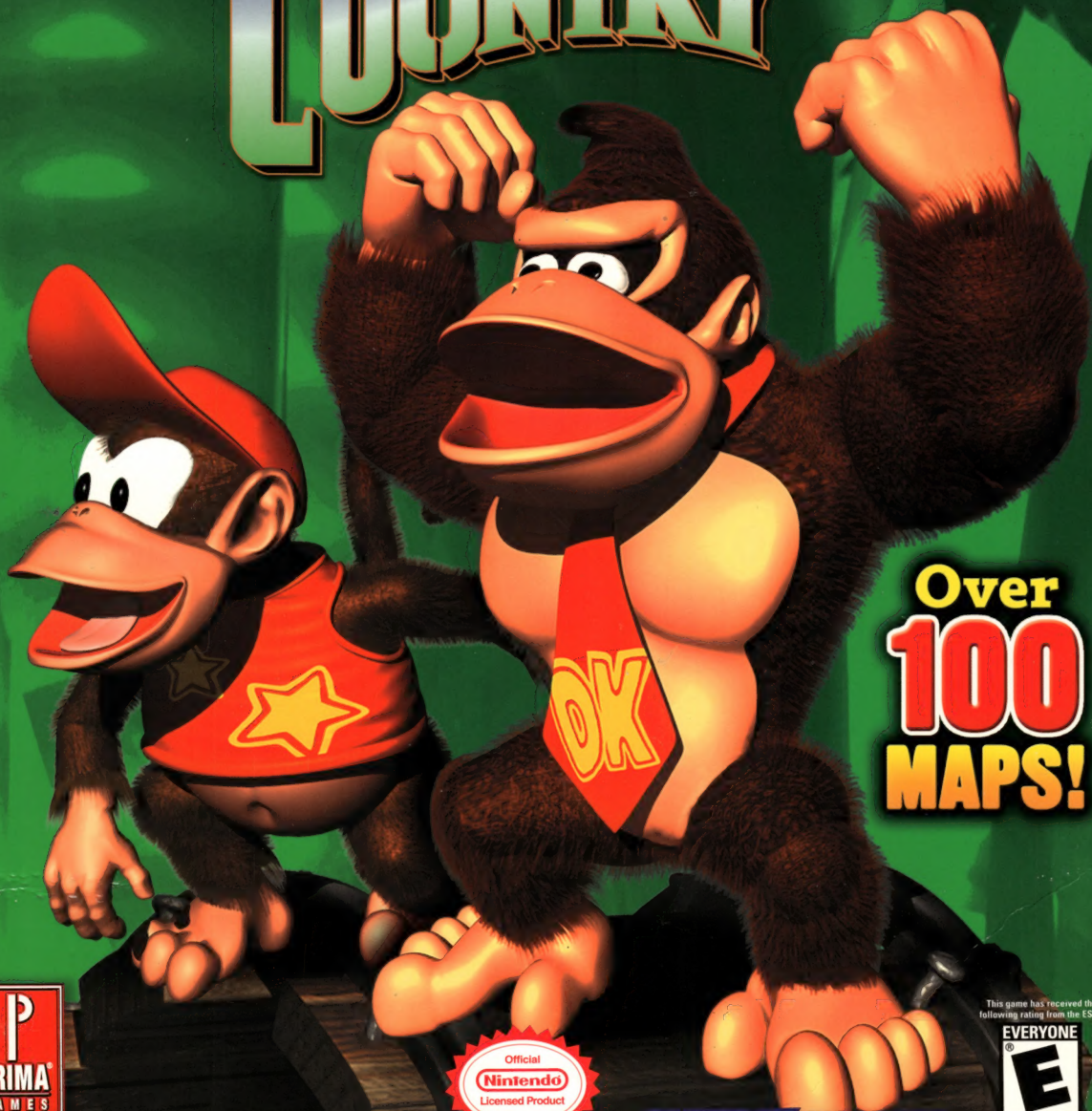


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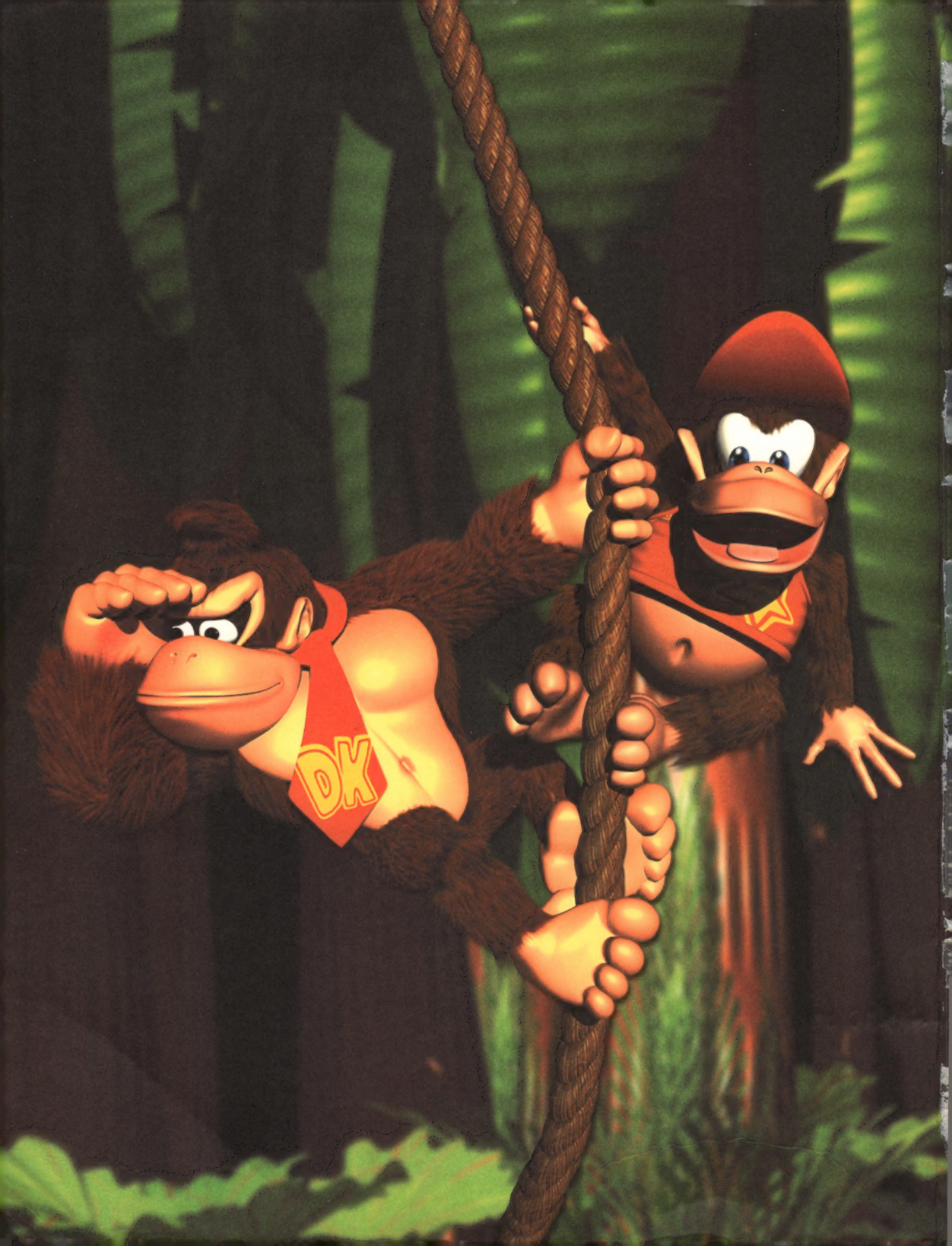
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DONKEY KONG COUNTRY™



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Prima's Official Strategy Guide

David S. J. Hodgson



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Contents

Chapter 1: King of the Kongs: Introduction	2
Chapter 2: Gorilla Tactics: Training	3
Chapter 3: Chimps and Chumps: Characters and Enemies	12
Chapter 4: Going Ape: Walkthrough	17
How to Use This Walkthrough	17
World 1: Welcome to Kongo Jungle	18
Boss Area: Very Gnowty's Lair.....	39
World 2: Welcome to Monkey Mines	40
Boss Area: Necky's Nuts.....	62
World 3: Welcome to Vine Valley.....	63
Boss Area: Bumble B. Rumble	90
World 4: Welcome to Gorilla Glacier	91
Boss Area: Really Gnowty Rampage	116
World 5: Welcome to Kremkroc Industries Inc.	116
Boss Area: Boss Dumb Drum.....	144
World 6: Welcome to Chimp Caverns	145
Boss Area: Necky's Revenge	168
Chapter 5: Camera Piece Roundup	169
Chapter 6: An Audience with K.Rool.....	172
Chapter 7: Kongratulations: Game Secrets	174
Chapter 8: Kongs on Film: Camera Locations	175

King of the Kongs: Introduction

STORMS LASHED THE RUGGED TERRAIN OF KONG ISLAND, AND OUTSIDE DONKEY KONG'S TREEHOUSE, DIDDY SHIVERED. DK HAD ASSIGNED HIM TO GUARD DUTY ON THIS AWFUL NIGHT AS PART OF HIS "HERO TRAINING" AND HE WAS NOT HAPPY ABOUT IT....

BUT A RUSTLING IN THE UNDERGROUND SOON BROUGHT HIM OUT OF HIS REVERIE.

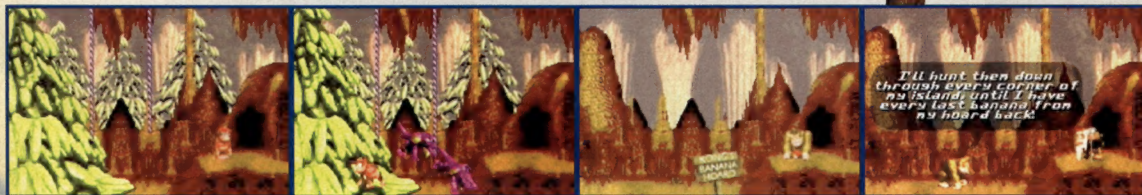
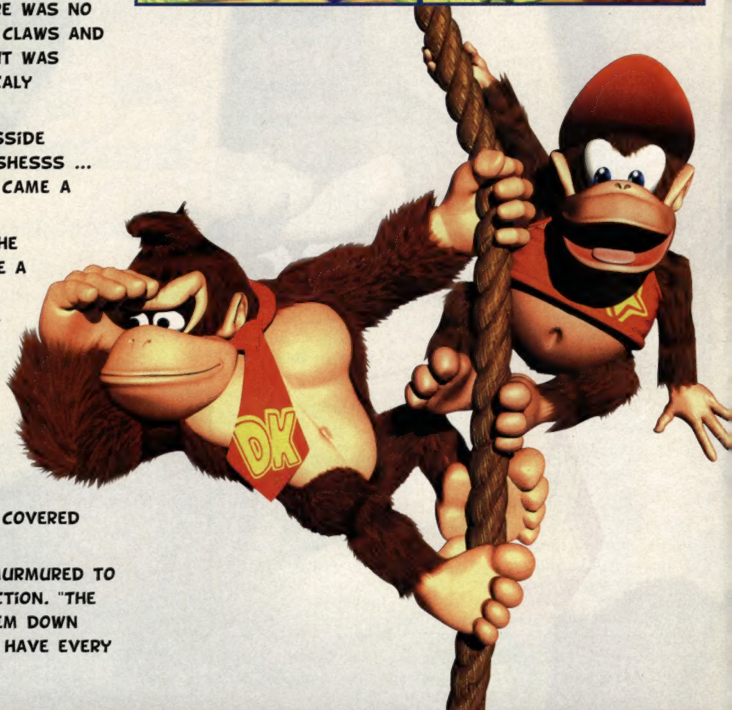
"W-W-WHO GOES THERE?!?" DIDDY CALLED. THERE WAS NO ANSWER, BUT THE FLASHING OF REPTILIAN EYES, CLAWS AND TEETH. DIDDY SOMERSAULTED INTO THE FRAY BUT WAS QUICKLY OVERCOME BY THE WEIGHT OF MANY SCALY ASSAILANTS.

"IT'SSS THE SSSMALL ONE ... SSSEAL HIM INSSSIDE THISSS BARREL AND TOSSS IT INTO THE BUSSSHSSSS ... DONKEY KONG'SSS BANANASSS ARE OURSSS!" CAME A SINISTER VOICE.

THE NEXT MORNING, DONKEY KONG AWOKE TO THE FAMILIAR RASPING VOICE OF CRANKY KONG. "TAKE A LOOK INSIDE YOUR BANANA CAVE," CRANKY CACKLED FROM OUTSIDE HIS TREEHOUSE. "YOU'RE IN FOR A BIG SURPRISE!"

DONKEY'S MIND RACED AS HE VAULTED TO THE CAVE AND PEERED INSIDE. INSTEAD OF THE DULL GOLDEN GLOW OF THOUSANDS OF BANANAS, THERE WERE ONLY A FEW DISCARDED PEELS. THESE HAD BEEN TRAMPLED INTO THE DIRT BY HUNDREDS OF REPTILIAN FEET, JUDGING FROM THE MANY THREE-TOED FOOTPRINTS THAT COVERED THE DAMP CAVERN FLOOR. BUT WHAT ABOUT....

"DIDDY ... GONE ... MY LITTLE BUDDY ..." DK MURMURED TO HIMSELF. HE WAS SUDDENLY FILLED WITH CONVICTION. "THE KREMLINGS WILL PAY!" HE RAGED. "I'LL HUNT THEM DOWN THROUGH EVERY CORNER OF MY ISLAND, UNTIL I HAVE EVERY LAST BANANA FROM MY HOARD BACK!"



Gorilla Tactics: Training

There's a full-on Banana skirmish on DK Island, and you're in charge of reconnaissance and retrieval! We detail the different maneuvers, items, minigames, and missions with which you'll be interacting to take back that mountain of yellow fruit from the scaly Kremling hordes!



Moving Your Monkey

The fundamentals of playing this game are shown in your instruction booklet. Peruse this before learning the additional strategies presented here. Come back when you've finished reading that manual!



This "Training" section gives advice for gaining the most out of playing with the Kongs. First, you must figure out exactly what your monkey chums must do to complete the game—they must finish each of the 34 levels in the six worlds of DK Island.

During this time, you should visit every Bonus Level in normal mode (there are 68 in the game), and collect 51 of 52 Camera Pieces to add to your album. Then you'll face K.Rool himself, after which you can return to any levels you haven't finished to gain that ever-elusive 101 percent complete score!



Within each level, you commence your dash, interact with various scenery, and eventually leave the level. During this time, you do all your leaping and platform-based antics. You can attempt this by yourself, or with a friend via the Link Cable.



Running

Hold **B** to run instead of walk, jump farther than normal, and clear distances with a better chance of success. Keep your finger on the run button for most of the game, letting go only to steer your Kong down through a precision jump.



Cartwheel and Roll

Diddy Cartwheels. Donkey Rolls. This is a quicker method of dispatching foes (used by professionals in DK Attack mode). The next chapter details which creatures this move affects. Use the move as an alternative to jumping on enemies.



Cartwheel Jump

The Cartwheel Jump (a Cartwheel or Roll followed by a jump) is the most important move to perfect. Practice it—it's useful for crossing distances that are too far to jump.



Barrel Throwing

Either Kong can pick up Wooden and DK Barrels, plus TNT and Steel ones. Donkey carries his barrel above his head; this is useful for taking out flying enemies. Diddy carries it close to his chest—excellent for running into man-sized creatures. When Donkey throws his barrel, it travels farther. Throw a barrel at enemies or at weakened walls to reveal a Bonus Level. Press **↓** then release **B** to place a barrel on the ground without exploding it—useful to defeat enemies without wasting a barrel, as any time you hit an enemy, the barrel drops off-screen.



Tagging

Tagging is changing from one Kong to the other (□). Certain Kongs have advantages in certain situations. For example, Diddy Kong is faster than Donkey, but can't leap as high. When there's a narrow area with enemies close by, use Diddy to shrink your surface area and make yourself more difficult to hit. When certain types of enemies appear that Diddy can't handle (such as Klumps), switch to Donkey.



Swinging

Swinging on vines is easy—you automatically grab them. However, leaping from a rope that's swinging away from you can make you miss and plummet off-screen. Time your jumps. Leap when the rope is swinging right to left and is passing through the middle of its arc.



Jumping

Jumping is the key to moving over gaps, as the island is littered with bottomless pits. Combine this jump with a Cartwheel or Roll beforehand for extreme length. You can jump up or across and steer in the air at all times. Use tires and enemies to leap farther—useful for grabbing objects normally out of reach. You can execute a "hard landing," dropping from a height higher than your normal leap onto a weakened piece of earth or floor (these are visible in the level). If you land heavily, you break open the earth, revealing a hidden item! These locations are revealed in the walkthrough.



Ground Slap

Donkey is one strong Kong, able to ground pound with the best of them. This move is seldom used, but it can be rewarding. Certain creatures (such as Armies) are susceptible to the Ground Slap, and they give out extra items when dispatched this way. The ground randomly coughs up items (such as Bananas) when you pound it, and defeating certain enemies with this technique also gives you Camera Pieces.



Swimming

Your Kongs can swim, and they don't need to locate air either. During this swimming, controls aren't as precise—you must predict and react faster. You can "run" while swimming, and swim faster, as well as ride an animal friend.



Riding

During certain levels, you come across a large crate containing one of four animal friends. When you ride an animal friend, you travel faster and gain an extra "life" if you're hit by an enemy. Certain animal friends can damage foes normally impervious to gorilla takedown methods. Ride an animal when you see one, unless the walkthrough tells you otherwise!



Bonus Levels

Except when you're swimming, look out for walls that are a different colors than their surroundings, and large floating barrels inscribed with a "B." These are your gateway to Bonus Levels. Each stage has between zero and five Bonus Levels (most have two or three). Finding all of them is the key to completing your adventure. When you enter a Bonus Level, you're given a small objective, and whether you finish it or not, you're deposited back in the level afterward. You can return to some Bonus Levels but not others. Gotta find them all!



Combo Attacks

The final basic maneuver to learn is the "combo" attack, using either rolling or jumping. Many multiple enemies are positioned so you can leap onto the first one's head, hit it, and bounce off onto the next one. This is an example of a two-hit combo, and it's the key to dealing with multiple enemies quickly and finishing the level fast. When enemies are farther apart, combo them with a jump (don't land!). Foes close together can be jumped or rolled (although rolling is more dangerous).



Chimp Collection: In-game Items

Refer to your instructions for basic details on the many barrels and other items in the game. Below is a list of every item you'll encounter, along with extra information chimp-based platforming stars need.



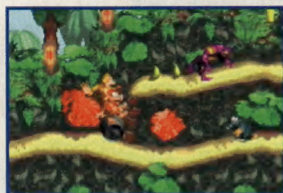
Wooden and Vine Barrels

These have two uses: to knock down enemies and open up Bonus Level entrances. Wooden Barrels and Vine Barrels are differentiated by the metal support on the Wooden Barrel and the ivy on the Vine Barrel; they perform almost identically, but Vine Barrels explode when they hit an enemy, while a Wooden Barrel keeps on rolling. They both explode when thrown at a weakened wall. Use one as protection, but note the different ways the two monkeys carry the barrel, and adapt the combat situation to your preferred Kong.



Steel Barrel

Rare and optional, Steel Barrels are impenetrable and used to bash enemies out of the way or to smash weakened walls to access a Bonus Level. They remain intact and disappear from play only when they fall off-screen. After you start a Steel Barrel rolling, it will clear an area of any enemy. You can also throw the barrel behind you, watch as it bounces off a wall, then leap on it and ride through enemies to your destination, effectively making you invincible—as long as there's ground to roll on!



TNT Barrel

Like a Wooden Barrel, these are used as defense or to find Bonus Level entrances, but they explode when thrown or touched. Your apes are impervious to the explosion, even if you are carrying the barrel and run into an enemy! Use TNT Barrels to clear a path or to destroy an object (such as an enemy drum) to access a hidden area.



DK Barrel

Instantly visible by its huge "DK" logo (this appears only on stationary barrels), the DK Barrel's main function is to provide an extra monkey. Otherwise, it acts exactly as a Wooden Barrel. You can try foolhardy antics (such as grabbing Bananas near an invincible enemy) if you have two Kongs and the DK Barrel is nearby. This is also known as a Buddy Barrel.



Continue Barrel

This barrel appears once in every level. Smash it, and should you fail to complete any of the stage's remainder, you appear back at the Continue Barrel's position. This allows you to repeat a level from halfway through, rather than from the start. Continue Barrels appear in DK Attack mode, but they don't work there. Look for a Continue Barrel before you attempt a dangerous move nearby. There may be occasions when you want to repeat the first part of the level, and so don't choose to hit the Continue Barrel. Bear this in mind.



Barrel Cannon

These barrels float in the air and cannot be broken. They come in two types. One has a white explosion marking on it. Entering this barrel causes you to be immediately and automatically fired. When you enter a regular Barrel Cannon, you can fire (A) at your discretion. Both barrels rotate in eight directions, but most simply point in three or four directions.




Bonus Barrel

There are two methods of entering Bonus Levels: by destroying a weakened wall, or by entering a Bonus Barrel. Usually hidden off-screen, or high above you, these barrels are difficult to spot, remain stationary, and provide an entrance to a specific Bonus Level. They remain in play, so you can reenter them as many times as you want.




Warp Barrel

 These are incredibly difficult to find, appear only once in a level, and are available only in the first two worlds (Kongo Jungle and Monkey Mines). Find one of these and they turn invisible, then transport you to a "Warp" screen. You run through Bananas spelling "Warp," then emerge near the level's end. Look for these (at the level's beginning) if you're having trouble finishing a stage.




Stop & Go, and On/Off Barrel

 These type of barrels change the lights in two specific levels (Stop & Go Station and Loopy Lights). Hit them to change the lighting, run to the next one, and hit it again to keep the lighting to red or "on" respectively.



Fishing Barrel

 Appearing only in Funky's cabin, these allow you to enter one of Funky's six fishing games. Strategies for completing these are in the walkthrough. The barrel displays a hook to indicate that fish capture is expected after you leap inside it.




Funky Barrel

Perhaps the craziest barrel, this wooden construction with an airplane sticking out of it is available in Funky's hut or at the Pause screen. Hop inside, and you can trek through all your previously completed levels at triple the normal speed. Use this when you want to quickly return to a level.



Dance Barrel

 This barrel appears when you enter Candy's Dance Studio. Hop in it, and you're transported to a toe-tapping game where you can win fabulous prizes. This barrel only appears next to Candy, once you're inside her hut.



Enemy Drums

Watch out for these black oil drums with skulls on them, as they spill unfriendly critters! These can be exploded with TNT Barrels, but otherwise they're impervious to your attacks. They cough up one foe per second. Stand on a drum to stop the enemies from appearing, but watch out—they start up again when you move away!




Fuel Canister

During Chimp Caverns: Tanked Up Trouble, you must leap at large Fuel Canisters containing energy for a conveyor belt platform on which you're riding. Grab every one.




Animal Crate

 Always leap on the huge wooden crate lying on the ground (or hidden in a gap below you), and smash it open to reveal the particular animal friend available on this level.



Camera Piece

 During your adventure, you sometimes find a blue "camera." There are 52 to collect, and the tasks involved in claiming each one vary wildly—a list at the back of the book tells you how to find each one! Each Camera Piece adds a photo to your album, accessed at the in-game Pause screen.



Bananas

DK Attack Points: 10

Collected by the dozens in every level, Bananas gradually increase the number of lives you receive. Collect any Bananas you see; after you gather 100, you gain an extra life, and your Banana total reverts to zero. Bananas sometimes appear in groups forming an arrow, which indicate an area of interest in a particular direction.



Banana Bunch

DK Attack Points: 100

Scattered throughout the levels are Banana Bunches. Each Bunch acts as 10 regular Bananas, adding to your total. They also take up less space compared to single Bananas.



Balloons

DK Attack Points: 1,000

Balloons give you extra lives, and there are three different types: Red 1Up, Green 2Up, and Blue 3Up.

The "Up" indicates the number of lives you receive.

Red Balloons are most common, but all types of Balloons are available (usually in a Bonus Level, or as a reward after a Funky or Candy game). Balloons sometimes float away if you don't grab them immediately, and they may require a tough maneuver to reach. If you miss a Balloon, save your game and retry; they won't appear if you simply continue.



KONG Golden Letters

DK Attack Points: 5,000

Each level has four Golden Letters that spell out "KONG." Collect all four in a level, and you gain an extra life. Letters are placed in difficult spots, usually guarded by enemies or in Bonus Levels. Some stages have two Letters of the same type (for example, two "N" Letters) depending on which route you take. Real primates collect all the Golden Letters, especially in DK Attack mode!



Animal Tokens

DK Attack Points:

10 (SMALL)

DK Attack Points:

3,000 (REGULAR)



You usually can find one or two Animal Tokens in each

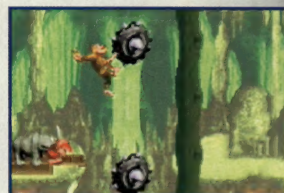
level, with another perhaps located in a Bonus Level.

Four Tokens are available—Enguarde, Espresso, Rambi, and Winky. Each time you snag one, it's added to your collection until you have three of the same kind. You are then transported to an Animal Bonus Level where hundreds of small Tokens are available. Collect 100, and you receive one life. These special zones also contain a huge Animal Token that doubles your collected score of small Tokens. Strategy for these levels appears at the end of the walkthrough.



Mincer

This nasty piece of whirring machinery appears in later levels (and Funky's Fishing minigame). Simply move around, under, or over the Mincer; don't get caught by it or you'll lose a life.



Tire

Tires appear in two shapes—half tires embedded in the ground and whole tires that you can roll around the level. Bounce on these to reach upper parts or execute longer jumps than normal. Pushing a tire to your desired location takes skill, as they often roll away from you. Make quick, short taps on the tire so it doesn't move too fast. A tire also gives you enough height to jump and make a hard landing.



Time Bonus

Time Bonuses come in four different varieties: 5, 10, 15, and 20. They only appear in DK Attack mode and are used to increase the time on your clock (which ticks down from one minute). This makes it possible to collect Time Bonuses and end a level with more time than you started; great for gaining enough points to obtain an "S" ranking! Look for Time Bonuses, but collect only the ones you need on your way through the level.



Ape Escape from It All: Minigames

Funky's Fishing

This minigame helps you complete the fishing games inside the main adventure (which are shown in the walkthrough), but certain strategies ensure that you reach the maximum level possible.

There is no end to this fishing game (the highest level we managed was 38), and nothing secret opens up in the game if you manage to acquire a high score. This is just for fun!



First, land all the fish in the boat behind you, piloted by your Kong cohort. If you simply fish then drop the catch, you won't score. Make sure the fish hits the covered area in front of your boating buddy, or the catch won't count. You can cast away

from the boat, then pull back and race across the screen, flipping the catch through the air and into the boat—the boat doesn't have to be directly above you.

Your only real enemy is time. To prevent your fishing from ending, you must reach the next "level" (a certain number of points), which replenishes your time bar. For this to happen, you cannot simply catch single fish. You must "Kombo" them.

Komboing involves capturing multiple fish of the same color in one hook. So snag three red fish, or four blue. Our biggest Kombo is seven! Or try two red fish and two blue at the same time. Or snag a color fish and a "rainbow" fish, as these count as the color of fish you capture with it.



Continue with this Komboing, and soon you can move left, toward the other side of the fishing area. This lets you see incoming fish from either direction. Use the d-pad to move your hook around (don't simply let it float), wait for fish to cross under you, and hook them. The farther you progress, the more varieties of fish appear.

When you reach the upper levels (10, 15, or 20), different types of aquatic life appear, such as Croctopi, Chomps, Mincers, and bottles (avoid catching these last two). Steer into the middle when you can, look for two or more incoming fish of the same type, and haul them in as they merge!



Always look out for a crab scuttling along the bottom from left to right. Snag this immediately, as it's worth a huge number of points and usually adds another level to your total! In the normal mode, this also wins you a Camera Piece.



Candy's Dance Studio



The other minigame you can choose involves shaking your hairy booty inside Candy Kong's dancing hut. Candy's studio appears in the single-player game; all the dance steps appear in order in the walkthrough.

However, for two-player

games, and in the minigame, each of the dance styles (based on a new Kong world) randomly spews out moves.



This means that the minigame is different each time you play it. The number of button presses and the type of buttons increases the farther you progress through the game (and the minigame dance studio dances open only after you visit Candy in that particular world). Just follow the letters, and tap them to the beat!



DK Attack Advice

After you finish the normal mode, there's DK Attack. This allows you to head through any level you've already opened, but with a 1-minute time limit and a score to increase. You gain a ranking at the end of each completed level; arrive with both Kongs intact and an animal friend (if applicable). Each adds 5,000 points to your total.

You also gain points from the time remaining and for every enemy you dispatch. Each level has a different total for each ranking (so 100,000 points may be an "S" on some levels, and a "C" on others). The ranking goes from "D," "C," "B," "A," to "S" (lowest to highest).

There are two ways to increase the likelihood of obtaining the elusive "S" Ranking (level-specific instructions are revealed in the walkthrough). The first is to collect all the Time Bonuses possible—yellow numbers scattered through the level that appear only in DK Attack mode.

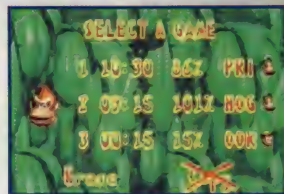
Collect as many as necessary, but don't worry about finding them all. Enter only those Bonus Levels that give you an advantage: those that you can complete quickly or those that feature multiple enemies to bounce on. Don't enter any that feature "barrel smashing" to reveal an object—these cut down your time severely!

Bopping enemies in one long series of hits without touching the ground gives you a multiplier bonus, or "combo." If a creature is worth 1,000 points, you get 1,000 for the first you hit, 2,000 for the second, 3,000 for the third, and so on. So, hitting three close enemies in three attacks gives you 3,000 points. But hitting them in one long bounce gives you 6,000 points. Remember this!



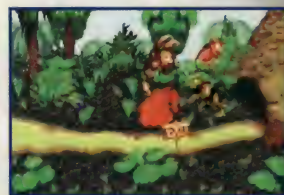
Finishing a Level and General Tips

Now that you've learned the game basics, here are some pointers to help you achieve the fabled 101 percent completion rating! Check the "Getting 101 Percent" section in the back of the book to find out how to achieve this and what rewards you receive. But for now, here are 12 tips to help you reach this goal with a minimum of fuss.



Tip 1: Run for the Exit!

The first time you race through a level, go for the exit instead of searching everywhere; that way you finish a level and can return to it whenever you want. Or you can head to the next level if the current one becomes too difficult.



Tip 2: The Exclamation Point!



You may see that previously visited levels have an exclamation point after their names. This means that you have collected everything you need!

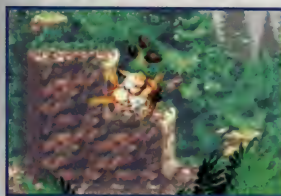
You receive an exclamation point for a level you have completed *and* for every Bonus Level you have found. You don't need to collect KONG Letters, Balloons, or any other items to "complete" a level; finishing it is enough.

Also, you don't have to find the Bonus Levels and finish the level in one sitting. You can, for example, play through a level that has three Bonus Levels, and find only two. Then return and find and finish the remaining Bonus Level; the "!" now appears.



Tip 3: Barrel Bashing

Because Donkey and Diddy hold their barrels differently, they are suited to different environmental hazards when barrels are carried. For example, Donkey can easily attack Zingers from underneath, but has problems negotiating enemies head on; Diddy has the opposite problem. Donkey can throw his barrel farther than Diddy. Practice these throws in a safe place to understand the distance from which you can attack with each ape.



Most importantly, don't waste barrels! Most of them are strategically placed on the level, and many exist to open a hidden doorway to a Bonus Level. Doorways are located in a rock wall; walk with the barrel into a suspected wall. Regular walls

won't affect your barrel, while hidden doorways smash open. This way, you can check every wall for signs of weakness (and therefore a Bonus Level) without losing any barrels.

Tip 4: The Cartwheel Jump

This is the game's most valuable move. Cartwheel or Roll, then press **A**. This allows you to Cartwheel through the air, then jump from the point where you stopped Cartwheeling and land on a platform double the normal jumping distance. Practice this as often as you can.



A variation of this is to Cartwheel in one direction, then jump back in the other direction. Use this to secure items floating in the air above a drop; you jump from and land on the same

piece of ground. Practice this maneuver as well; you'll need it later on, and in DK Attack mode.

Tip 5: Return to Bonus Levels

Whenever you enter a Bonus Level, you can uncover a wealth of extra items before leaving. Often, when you exit a Bonus Level, you can return to the entrance and replay the Bonus Level until you are fully stocked with any available items. Do this to collect three Animal Tokens or extra lives, or just to go a little crazy. You can even return to some Bonus Levels during DK Attack mode and add to your time limit!



Tip 6: Seek Out the Shortcuts

Learn shortcuts in the walkthrough and then use them! Top of the list are Barrel Cannons that fire you across vast areas of levels or Bonus Levels, and they deposit you farther along a zone. Taking shortcuts rarely means missing out on important items either (sometimes two of the same "KONG" Letters are available in a level; one along the regular path, the other in a shortcut).



Tip 7: DK Attack Plan



To obtain an "S" ranking on the DK Attack mode, learn the level in far more detail than in normal mode. To complete levels in both modes, use the regular mode to practice finishing as fast as possible (but without the time-limit

problems), then retry in DK Attack. Also learn which Bonus Levels to attempt and which to ignore, as some take far too long to finish.

Tip 8: More Haste, and More Speed

The placement of every gap, enemy, barrel, and ledge in the game means that you can race through each level without pausing for a single second. You can bounce on enemies in one continuous "combo." You can time each Barrel Cannon blast to hit the subsequent one without waiting to line up your shot. And you need to complete levels in this speedy manner to earn "S" ranks in DK Attack mode.



Tip 9: Make a Save



Saving is all-important, as many levels take multiple attempts to complete correctly. And nothing's more disheartening than finishing a hard-to-complete level with a life left, forgetting to save, then

losing that life early in the next level. Use your in-game menu judiciously throughout the game to save each time you make it out of a level, or after you've restocked on lives.

Tip 10: The Leap of Faith



You're required, later in the game, to make "leaps of faith." These are areas where you're at a ledge and cannot see the next landing spot. Incredible timing and steering capabilities, or a simple look at the maps, will

turn this leap of faith into a soft landing rather than a hard plummet.



Tip 11: Secret Stashes

Barrels are hidden off-screen, at the bottom of seemingly precipitous drops, and even in the ground below you. Every level has at least two spots where Donkey Kong can Ground Slap the ground to reveal a Banana, a Bunch, or a 1Up Balloon. They aren't necessary to the game, but are a nice surprise to find!



Tip 12: Practice Makes Perfect

The only way you can complete this game is by practicing each level until you can race through it without being hit, losing a life, or even stalling for a moment. The design and location of the game's



scenery and enemies encourage this. Fortunately, you also have an exhaustive walkthrough to guide you!

Chimps and Chumps: Characters and Enemies

You've escaped from chimp training; now we detail the rest of the Kong clan, plus all the Kremling (and other) baddies on DK Island. Find information on how each of your Kong chums helps you, plus tips on defeating each enemy.

Chimps

Donkey Kong



The thrilla gorilla is back! Donkey's massive frame allows him to tear through opponents with greater ease than his shrimpy cousin Diddy; use Donkey to take on bigger foes. He also can leap higher than Diddy, meaning he can reach upper objects. However, he carries barrels above his head, making it difficult to negotiate areas with enemies if you need to keep your barrel intact. Finally, he can pound the ground with a Ground Slap to exhume hidden items.



Diddy Kong



Diddy is the smaller, but no less important, of the two main Kongs. His small size makes him your preferred Kong in many situations, such as when negotiating small spaces, or running under enemies you can't dispatch. Use Diddy when Cartwheel Jumping, leaping across stages that are tricky to maneuver, and when you want to carry barrels close to your chest. However, Diddy is less effective against hardened enemies, so protect him with Donkey Kong.



Funky Kong



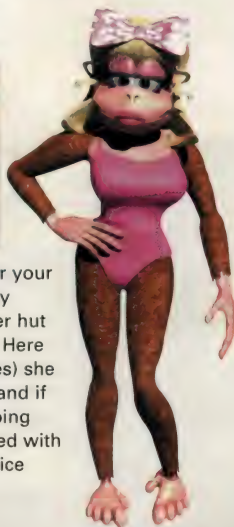
Part-time pilot of Funky Airways, part-time fisherman, and all-around ice-cool ape, this chilla gorilla inhabits his own fishing hut in each of the island's worlds. When you visit him, he can fly you to any previously completed area (you can access him from the in-game menu, too), or offer you a quick fishing challenge. He also has a minigame. Strategies for completing each challenge are in the walkthrough. Tips on the fishing minigame are in the "Gorilla Tactics" section.



Candy Kong



Clad in a leotard and waiting for your arrival with a tapping toe, Candy Kong offers you sanctuary in her hut that doubles as a dance studio. Here (in one of the six different places) she allows you to groove with her, and if you're particularly good at keeping time to the beat, you're rewarded with items. Pay her a visit, and practice those twinkle-toed steps!



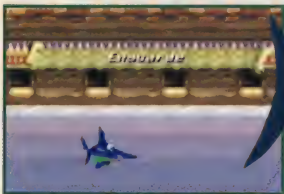
Cranky Kong



Cranky's been around since the *Game & Watch* days, and he knows a thing or two about platform gaming. He unfortunately points this out to you in various ways throughout your visits to his hut. There are six huts to find. Aside from the verbal abuse, you get gameplay tips from the elderly gorilla, and when you've finished the game, he also gives you hints about the remaining Camera Pieces you must collect in the world you're in. Always listen to your elders—this crotchety loon has lots of great advice!



Enguarde



Ride Enguarde the swordfish during any of the underwater stages. He remains cool, calm, and collected until (like all your animal chums) an enemy hits him. Being underwater, it's a little easier to rein him in. Use his nose to spear all underwater enemies except Croctopi and Clambos.



Espresso



Espresso is a highly strung bird who can't defeat enemies. But he's the speediest creature on DK Island, and he can walk over small foes, such as Klap-Traps and Gnawties. He can also glide if you continue to press **A** during flight. This enables him to reach upper ledges that are normally impossible.



Rambi



Rambi the rhino is your strongest animal friend. He likes to butt all available enemies and any weakened walls, so use him to destroy entrances to Bonus Levels and clear multiple enemies at once. He's really useful!



Squarks



Squarks only appears in *Gorilla Glaciers*: *Torchlight Trouble*, and he simply lights the way for you. He takes a second to redirect the flashlight he's carrying, so wait a moment for this.

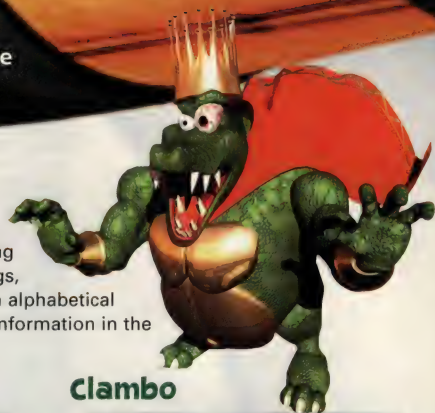


Winky



Winky is quite difficult to control, especially when landing on narrow objects, but he can leap higher than a Kong on a tire. He also can dish out judgment to any wayward Zingers in the neighborhood as long as he lands on them. Learn how he bounces before taking him on precise maneuvers!





Chumps

Below is a list of every critter that thwarts your progress through the game, along with the levels in which they appear, the preferred dispatch tactics for both Kongs, and even how many points they are worth in DK Attack mode! They are listed in alphabetical order. Note that the bigger boss characters, and the crazy K.Rool himself, have information in the walkthrough.

Army



What is it?: A NASTY, ARMORED, AND FAST-MOVING ARMADILLO

How does it attack?: ROLLS INTO A BALL, ATTACKS YOUR FEET

Diddy defense: CARTWHEEL OR JUMP TWICE QUICKLY

Donkey defense: CARTWHEEL OR JUMP

Other defense: ANIMAL STRIKE

Level location: ROPEY RAMPAGE, ICE AGE ALLEY, ROPE BRIDGE RUMBLE, LOOPY LIGHTS, PLATFORM PERILS

DK Attack Points: 5,500

Bitesize



What is it?: A VICIOUS PIRANHA FISH

How does it attack?: SWIMS INTO YOU

Diddy defense: NONE

Donkey defense: NONE

Other defense: ENGUARDE RAM

Level location: CORAL CAPERS, CLAM CITY, POISON POND, FUNKY'S FISHING GAME

DK Attack Points: 250

Chomps



What is it?: A LARGE SHARK WITH BEADY EYES

How does it attack?: SWIMS INTO YOU

Diddy defense: NONE

Donkey defense: NONE

Other defense: ENGUARDE RAM

Level location: CORAL CAPERS, CLAM CITY, CROCTOPUS CHASE, FUNKY'S FISHING GAME

DK Attack Points: 2,500

Chomps Jr.



What is it?: A MEDIUM-SIZED SHARK WITH BULGING EYES

How does it attack?: SWIMS INTO YOU

Diddy defense: NONE

Donkey defense: NONE

Other defense: ENGUARDE RAM

Level location: CORAL CAPERS, CLAM CITY, CROCTOPUS CHASE, POISON POND, FUNKY'S FISHING GAME

DK Attack Points: 2,000

Clambo



What is it?: A GIANT, PEARL-SPITTING CLAM

How does it attack?: FIRES OFF PEARLS (BETWEEN ONE AND SEVEN)

Diddy defense: NONE

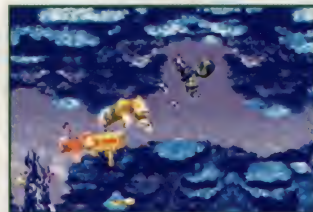
Donkey defense: NONE

Other defense: NONE, INVINCIBLE

Level location: CORAL CAPERS, CLAM CITY

DK Attack Points: NONE

Croctopus



What is it?: A LARGE AND BLUE (OR PURPLE) SPOTTED OCTOPUS

How does it attack?:

BLUE: CHASES YOU

PURPLE: SWIMS INTO YOU

Diddy defense: NONE

Donkey defense: NONE

Other defense: NONE, INVINCIBLE

Level location: CORAL CAPERS, CLAM CITY, CROCTOPUS CHASE, FUNKY'S FISHING GAME

DK Attack Points: NONE

Gnawty



What is it?: A SMALL BLUE BEAVER

How does it attack?: WALKS INTO YOU (SOMETIMES A SMALL JUMP)

Diddy defense: CARTWHEEL OR JUMP

Donkey defense: CARTWHEEL OR JUMP

Other defense: ANIMAL STRIKE

Level location: JUNGLE HIJINKS, WINKY'S WALKWAY, MILLSTONE MAYHEM, TREE TOP TOWN, TEMPLE TEMPEST, OIL DRUM ALLEY, TRICK TRACK TREK, MINE CART MADNESS, TANKED UP TROUBLE, MANIC MINCERS, PLATFORM PERILS

DK Attack Points: 1,000

Klap-Trap



What is it?: A TINY CROCODILE WITH HUGE TEETH

How does it attack?:

TURQUOISE: WALKS INTO YOU

RED: WALKS OR JUMPS INTO YOU

Diddy defense: JUMP (NOT ROLL)

Donkey defense: JUMP (NOT ROLL)

Other defense: ANIMAL STRIKE

Level location: STOP & GO STATION, TEMPLE TEMPEST, ORANG-UTAN GANG, SNOW BARREL BLAST, SLIPSLIDE RIDE, ICE AGE ALLEY, TRICK TRACK TREK, BLACKOUT BASEMENT, MANIC MINCERS, MISTY MINE, LOOPY LIGHTS

DK Attack Points: 2,500

Klump



What is it?: A STOUT, HELMETED KREMLING IN COMBAT FATIGUES

How does it attack?: WALKS INTO YOU

Diddy defense: CARTWHEEL

Donkey defense: ROLL OR JUMP

Other defense: ANIMAL STRIKE

Level location: JUNGLE HIJINKS, TORCHLIGHT TROUBLE, TRICK TRACK TREK, ELEVATOR ANTICS, BLACKOUT BASEMENT, PLATFORM PERILS

DK Attack Points: 5,000

Krash



What is it?: A PURPLE KRITTER RIDING A MINE CART

How does it attack?: RAMS YOU

Diddy defense: JUMP (ONTO OR OVER)

Donkey defense: JUMP (ONTO OR OVER)

Other defense: NONE

Level location: MINE CART CARNAGE, MINE CART MADNESS

DK Attack Points: 2,500



Kritter



What is it?: A KREMLING SHOCK TROOP, SCALY HUMANOID WITH A CROCODILE HEAD. THEY ARE GREEN, PURPLE, OLIVE, BLUE, RED, OR GRAY.

How does it attack?: WALKS OR JUMPS INTO YOU

Diddy defense: CARTWHEEL OR JUMP

Donkey defense: ROLL OR JUMP

Other defense: ANIMAL STRIKE

Level location: JUNGLE HIJINKS, ROPEY RAMPAGE, REPTILE RUMBLE, BARREL CANNON CANYON, WINKY'S WALKWAY, BOUNCY BONANZA, MILLSTONE MAYHEM, TREE TOP TOWN, FOREST FRENZY, ORANG-UTAN GANG, SLIPSLIDE RIDE, ICE AGE ALLEY, ROPE BRIDGE RUMBLE, OIL DRUM ALLEY, TRICK TRACK TREK, BLACKOUT BASEMENT, TANKED UP TROUBLE, LOOPY LIGHTS

DK Attack Points: 3,500

Krusha



What is it?: A MASSIVE KREMLING WITH A POWERFUL PHYSIQUE; BLUE AND SILVER COLOR VARIATIONS

How does it attack?: WALKS INTO YOU

Diddy defense: NONE

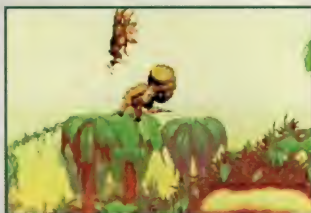
Donkey defense: JUMP (BLUE ONLY)

Other defense: BARREL THROW ONLY (SILVER)

Level location: MILLSTONE MAYHEM, TORCHLIGHT TROUBLE, TRICK TRACK TREK, MANIC MINCERS, PLATFORM PERILS

DK Attack Points: 7,500

Manky Kong



What is it?: A FLEA-BITTEN ORANGUTAN WITH A BARREL COLLECTION

How does it attack?: THROWS THREE BARRELS, THEN PAUSES

Diddy defense: CARTWHEEL OR JUMP

Donkey defense: ROLL OR JUMP

Other defense: ANIMAL STRIKE

Level location: ORANG-UTAN GANG, ICE AGE ALLEY, OIL DRUM ALLEY, TRICK TRACK TREK, BLACKOUT BASEMENT, LOOPY LIGHTS

DK Attack Points: 6,000

Mini-Necky



What is it?: A TINY VULTURE WITH A REGURGITATION PROBLEM

How does it attack?: SPITS NUTS AT YOU

Diddy defense: CARTWHEEL OR JUMP

Donkey defense: ROLL OR JUMP

Other defense: ANIMAL STRIKE

Level location: VULTURE CULTURE, ICE AGE ALLEY, TRICK TRACK TREK, ELEVATOR ANTICS

DK Attack Points: 3,000

Necky



What is it?: A LARGE VULTURE THAT EITHER FLIES UP/DOWN, OR LEFT/RIGHT, OR HOVERS. A GROUND VARIANT SITS ATOP AN UPPER LEDGE.

How does it attack?:

FLYING NECKY: FLIES INTO YOU

GROUND NECKY: SPITS A NUT AT YOU

Diddy defense: CARTWHEEL OR JUMP

Donkey defense: ROLL OR JUMP

Other defense: ANIMAL STRIKE

Level location: JUNGLE HIJINKS, WINKY'S WALKWAY, MILLSTONE MAYHEM, VULTURE CULTURE, TREE TOP TOWN, FOREST FRENZY, TEMPLE TEMPEST, SNOW BARREL BLAST, SLIPSLIDE RIDE, ICE AGE ALLEY, TRICK TRACK TREK, MINE CART MADNESS, TANKED UP TROUBLE, LOOPY LIGHTS, PLATFORM PERILS

DK Attack Points: 4,000

RockKroc



What is it?: A TOUGHENED PART-REPTILE, PART-STONE CREATURE WITH A FEARSOME STRIDE

How does it attack?: WALKS INTO YOU

Diddy defense: RED LIGHT

Donkey defense: RED LIGHT

Other defense: NONE (ROCKKROCS CAN BE PUT TO SLEEP TEMPORARILY WITH A RED LIGHT)

Level location: STOP & GO STATION

DK Attack Points: NONE

Slippa



What is it?: A RED-AND-WHITE STRIPED SNAKE

How does it attack?: SLITHERS INTO YOU

Diddy defense: CARTWHEEL OR JUMP

Donkey defense: ROLL OR JUMP

Other defense: ANIMAL STRIKE

Level location: REPTILE RUMBLE, MILLSTONE MAYHEM, ELEVATOR ANTICS, MISTY MINE

DK Attack Points: 1,000

Squidge



What is it?: A TINY LITTLE SQUID WITH BULGING EYES

How does it attack?: SWIMS INTO YOU

Diddy defense: NONE

Donkey defense: NONE

Other defense: ENGUARDE RAM

Level location: CROCTOPUS CHASE,

POISON POND, FUNKY'S FISHING GAME

DK Attack Points: 1,500

Zinger



What is it?: A LARGE BEE WITH A POINTY STINGER

How does it attack?: MOVES INTO YOU. DEPENDING ON COLOR, THEY HOVER (ORANGE AND RED), MOVE UP AND DOWN (YELLOW), OR IN A CIRCLE (BLUE, GREEN, AND PURPLE).

Diddy defense: NONE

Donkey defense: NONE

Other defense: ANIMAL STRIKE, BARREL

Level location: ROPEY RAMPAGE,

REPTILE RUMBLE, BARREL CANNON CANYON, WINKY'S WALKWAY, BOUNCY BONANZA, MILLSTONE MAYHEM, VULTURE CULTURE, TREE TOP TOWN, FOREST FRENZY, ORANG-UTAN GANG, SNOW BARREL BLAST, SLIPSLIDE RIDE, ROPE BRIDGE RUMBLE, TRICK TRACK TREK, ELEVATOR ANTICS, MINE CART MADNESS, TANKED UP TROUBLE, LOOPY LIGHTS, PLATFORM PERILS

DK Attack Points: 5,000

Going Ape: Walkthrough

How to Use This Walkthrough

DK Island is overrun by creeps, critters, and Kremling forces. Only two hairy monkeys stand in the way of a total Banana pilfering, and you're controlling their furry hides. Below are some tips for getting the most out of this walkthrough, and what all these crazy words, numbers, and pictures actually mean.

Each area starts with an overview, detailing what you'd expect to find lurking in the bushes, caves, and barrels. Detailed maps highlight all the important bits and pieces you'll find, such as Bonus Level entrances, your start and finish points, 1Up Balloons, Camera Pieces, Tokens, and anything else worth mentioning. Every Bonus Level gets its own map too, so you don't miss anything.

Near each map is a Creature Feature that tells you what critters to expect and how many you encounter. The Chimp Checklist shows all the important items you must find during your romp, as well as the number of Bonus Levels and if any animal mounts are available.

Several boxes are located throughout each level:

Bonus Level

The Bonus Level boxes detail each Bonus Level's location. Bonus Levels are numbered consecutively throughout the walkthrough.

KONG Collecting



"KONG Collecting" boxes explain where to find Golden Letters and how to get them.



Camera Piece

The Camera Piece boxes show where you can obtain a Camera Piece.



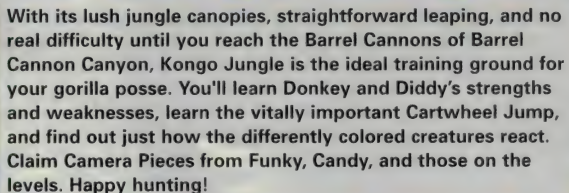
Plan of DK Attack

At the end of the level's walkthrough, a "Plan of DK Attack" shows any extra strategies for gaining an "S" Ranking in the DK Attack version of the game. The difficulty in obtaining the rank (Easy, Medium, Hard, or Insane!) is shown, along with the easiest monkey to take, the best score to beat, and whether you should enter the stage's Bonus Levels.

At the end of each zone (such as Kongo Jungle), you face a boss, and its general strength is presented, along with a smaller map, and the preferred Kong you need to dispatch it. Complete tactics are displayed. Now you know the basics, check out the complete *Donkey Kong Country* coverage: Let's go ape!

Map Legend

	BONUS BARREL		ON/OFF BARREL		WOODEN BARREL		ENGUARDE TOKEN
	DK BARREL		STEEL BARREL		ANIMAL CRATE		EXPRESSO TOKEN
	CANNON BARREL		STOP/GO BARREL		1-UP BALLOON		RAMBI TOKEN
	CONTINUE BARREL		TNT BARREL		2-UP BALLOON		WINKY TOKEN
	DANCE BARREL		VINE BARREL		3-UP BALLOON		TIRE
	FISHING BARREL		WARP BARREL		CAMERA PIECE		



This area is extremely forgiving, with only a nasty Necky on which to work out an attack pattern, plus two deadly drops. Jump the gaps you see in the ground! After the severity of the Banana pilfering has registered in your monkey brain, check both DK's hut and empty stash, then learn the fundamentals of each level: KONG Letter collecting, locating Bonus Levels, and making crazy leaps. Learn the Cartwheel Jump technique along the treetops, understand that you can return to any Bonus Level to collect more goodies, and don't get struck by any bad guys. Finally, use Rambo; he can ram through this stage in record time!

Preferred Kong: Either





Bonus Level 1



Bonus Level 2



Creature Feature

Critter	Number
GNAWTY -----	5
KLUMP -----	3
KRITTER (PURPLE) -----	6
NECKY (GROUND) -----	1
VERY GNAWTY' -----(BOSS)	

*AFTER KONGO JUNGLE COMPLETED

Chimp Checklist

Item	Notes
ANIMAL FRIEND	RAMBÍ
BALLOONS	RED: 4 GREEN: 1
BONUS LEVELS	2
BARRELS	DK BARRELS: 2 STEEL BARRELS: 1 WARP BARREL: YES WOODEN BARRELS: 2
CAMERA PIECES	#1: GROUND SLAP KLUMP #2: BONUS LEVEL 1 #10: RETURN TO DK HUT
TOKENS	EXPRESSO EXPRESSO (BONUS LEVEL 2) ENGUARDE (BONUS LEVEL 2) RAMBÍ (BONUS LEVEL 2) WINKY (BONUS LEVEL 2)

and fall to earth, uncovering a hidden Steel Barrel in the dark patch of earth.

Barrels-O-Fun: Warp!

JUMP TO THE NEXT PALM TREE, TO THE BANANA ARROW'S RIGHT; DROP OFF THE SIDE OF IT TO FIND THIS LEVEL'S WARP BARREL. IT IS COMPLETELY INVISIBLE NORMALLY, SO CHECK THIS SCREENSHOT (OR THE MAP) FOR THE EXACT LOCATION. YOU EMERGE ON A DARK PATCH OF EARTH JUST RIGHT OF THE "G" GOLDEN LETTER.



Read on to find out how to use the Steel Barrel, then head back up those trees to where the Banana arrow was. Use Diddy and execute a Cartwheel Jump onto the top of the fourth and fifth palm tree. Then jump onto the sixth and secure the Banana Bunch.

From here, jump to the seventh and eighth treetops, passing the "K" Golden Letter below. Cartwheel Jump again and land on the tenth palm tree, securing a Red 1Up Balloon. If you're too slow, or fall, the Balloon floats away.



When you're blasted out of your wooden hut, check the trio of Bananas on the ground in front. Either continue along the jungle floor, or leap across the tops of the palm tree canopy. First though, revisit the Banana hoard. Gah! That mountain of fruit has been snaffled! Leave this place.



Head left and step inside DK's hut. Your first 1UP Balloon floats above a tire. Bounce on the tire to retrieve it, and then leave. You can take this Balloon only once; it disappears once you nab it.

If you're continuing along the ground, you pass a dark patch of earth and encounter

a Gnowty. Cartwheel or bounce it, then pick up the DK Barrel ahead and release Diddy. Check the trees.



From DK's hut, leap onto the tops of the three palm trees. Ahead are nine Bananas in an arrow shape pointing down. Leap through them



Jump onto the eleventh and twelfth trees, ignore the Banana Bunch below (get this later), and Cartwheel Jump onto the tops of the thirteenth and fourteenth tree. There's another 1Up Balloon here.

Leap to the fifteenth treetop, and Cartwheel Jump right. You land on the final tree of this group, with the "O" Golden Letter floating below and right. Ignore it for now, and grab the Green 2Up Balloon floating above this treetop.



TIP

CAN'T GET THESE BALLOONS? YOU MUST CARTWHEEL JUMP WITHOUT PAUSING AS EACH BALLOON (EXCEPT THE ONE IN DK'S HUT) BEGINS TO FLOAT AWAY WHEN YOU NEAR ITS POSITION. THIS TAKES PRACTICE, AND THIS LEVEL IS THE BEST STAGE TO DO IT! TO "RESET" THE BALLOONS, START ANOTHER STAGE, QUIT OUT, AND REPLAY JUNGLE HIJINKS.



TIP

WHEN YOU BASH THE DARK PATCH OF EARTH FROM ABOVE, YOU CAN RIDE THIS STEEL BARREL ALONG THE GROUND, PAST THE THREE MOUNDS WITH THE KRITTERS, RUN OVER THE TWO KLUMPS, THE CONTINUE BARREL, RAMBI, THREE GNAWTIES, AND INTO THE "N:" KNOCK OUT A HOLE TO BONUS LEVEL 1. THEN THE BARREL BOUNCES LEFT AND PLUMMETS DOWN A HOLE—GET OFF BEFORE THIS HAPPENS!

EITHER RIDE OR FOLLOW THE BARREL (RIDING IS PREFERRED). CARRY THE BARREL LEFT TO THE BANANA HOARD ENTRANCE, DROP IT, THEN LEAP ONTO IT AS IT CRASHES LEFT AND ROLLS BACK TOWARD YOU.



Now amble through this area's ground-level portion. Head past the hole where the Steel Barrel popped out, onto a two-tier earthen bank. Roll through the Gnawty first.

KONG Collecting

KONG



WHEN THE GNAWTY IS DISPATCHED, BOP THE HEAD OF THE KRITTER (OR ROLL IT). PICK UP THE TWO BANANAS, AND TAKE THE "K" GOLDEN LETTER FLOATING ABOVE THIS EARTH BUTTRESS. HEAD BACK TO THE GROUND.



Next, leap up and bop the heads of both Kritters on their tiny mounds. Collect

three Bananas from each mound and the Banana Bunch between each mound. Continue to the right.



Camera Piece #1



CHANGE TO DONKEY KONG AND BARREL ROLL THROUGH THE FIRST TWO KLUMPS AS YOU ROMP UP AN INCLINE TO THE CONTINUE BARREL. HOWEVER, YOU SHOULD GROUND SLAP THE GROUND AS THE FIRST (OR SECOND) KLUMP APPROACHES. IT DROPS YOUR FIRST CAMERA PIECE—A PICTURE OF A KLUMP!



TIP

IF YOU DIDN'T COLLECT A CAMERA PIECE FROM A KLUMP, SIMPLY RETURN TO ANY LEVEL THAT CONTAINS A KLUMP, GROUND SLAP WITH DONKEY KONG, AND THE FIRST KLUMP TO FALL FOR THIS ATTACK DROPS THE CAMERA PIECE. SIMPLE!

KONG Collecting

KONG



ONCE PAST THE KLUMPS, SLAM THROUGH THE CONTINUE BARREL. LEAP IN THE AIR TO THE RIGHT, AND COLLECT THE "O" GOLDEN LETTER BEFORE LANDING NEXT TO THE DK BARREL. IF YOU HAVE BOTH MONKEYS, YOU CAN USE THE DK BARREL AS A SHIELD OR AS AN ATTACK WEAPON.



A Necky on a three-tier hill guards six Bananas and an Espresso Token. The Necky throws out nuts; one left, one down, and one to the right. Then it waits a second. Leap up and smash it with the Wooden Barrel, or bop its head as it throws to the right. Then collect the spoils. You optionally can Cartwheel Jump to the lower of the two left palm trees from this hill.

Continue heading right until you find the large crate with the rhino head on it. Smash it to uncover Rambi. Either ride him through three Gnawties, or ignore the beast and saunter along on foot.

KONG Collecting

KONG



AT THE EMBANKMENT'S END IS A DROP TO A LOWER GROUND LEVEL. JUST BEFORE YOU DROP (OR LEAP) DOWN, JUMP AND COLLECT THE FLOATING "N" GOLDEN LETTER. YOU DON'T NEED TO BE RIDING RAMBI TO OBTAIN THIS ITEM.

Bonus Level 1

THE SHORT LOWER GROUND AREA TO THE RIGHT OF THE "N" GOLDEN LETTER HAS A WEAK WALL. USE RAMBI TO SMASH THROUGH THE WALL TO ENTER YOUR FIRST BONUS LEVEL. ALTERNATELY, RIDE THE STEEL BARREL INTO THIS WALL FROM THE BEGINNING OF THE LEVEL (DON'T FORGET TO JUMP OFF!), OR CARRY A WOODEN OR DK BARREL INTO THIS WALL TO DEMOLISH IT.



Find the Exit!



YOU APPEAR AT ONE END OF A DARK, PURPLE CAVERN. THERE ARE 26 BANANAS TO GRAB, ARRANGED VERTICALLY IN GROUPS OF TWO. CONTINUE TO THE RIGHT AND JUMP FOR THIS LEVEL'S FINAL 1UP BALLOON BEFORE YOU EXIT.

Camera Piece #2

AFTER YOUR TENTH BANANA, THERE'S JUST ENOUGH TIME TO RUN INTO THE FLOATING CAMERA PIECE #2. THIS GIVES YOU THE PICTURE OF RAMBI AND DONKEY KONG IN YOUR PICTURE COLLECTION.



If you ignore this Bonus Level, continue up the stepped slope, and charge through three purple Kritters; grab five single Bananas along the way. At the edge of the cliff, drop and jump across to the palm tree's top.

NOTE

ATTEMPTING TO RETURN TO THE CLIFF-FACE STEPS? THEN LEAP UP THE TWO STEPS, RIGHT, ONTO THE PALM TREE, THEN LEFT TO THE CLIFF-FACE. NOW YOU CAN DESCEND TO THE BONUS LEVEL 1 ENTRANCE IF YOU MISSED IT EARLIER.

KONG Collecting KONG

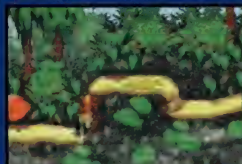


THE FINAL KONG GOLDEN LETTER FLOATS ABOVE THE PALM TREE TO THE CLIFF'S RIGHT; YOU FLY THROUGH AND COLLECT IT AS YOU EMERGE FROM THE EXIT OF BONUS LEVEL 1. DROP ONTO THE PALM TREE, AND COLLECT THE 1UP AFTER OBTAINING ALL FOUR LETTERS!

NOTE

YOU CAN STAY ON THE TREETOP WHERE YOU FOUND THE "G" LETTER AND CARTWHEEL JUMP RIGHT ACROSS THE TOPS OF SEVEN MORE PALM TREES. THERE AREN'T ANY POWER-UPS, IT'S JUST ANOTHER WAY TO THE EXIT CAVE.

Bonus Level 2



ARE YOU STILL RIDING RAMBI? THEN DROP DOWN OFF THE PALM TREE AFTER COLLECTING THE "G," AND RAMP THE RIGHT WALL AT THE CLIFF'S BOTTOM. THIS LEADS TO BONUS LEVEL 2. IF YOU'RE ON FOOT, EXECUTE A HIGH JUMP OFF THE PALM TREE, DOWN ONTO THE DARK PATCH OF EARTH TO REVEAL A WOODEN

BARREL. CARRY THIS LEFT, THEN SMASH IT INTO THE RIGHT WALL (IGNORE THE KLUMP TO THE RIGHT).

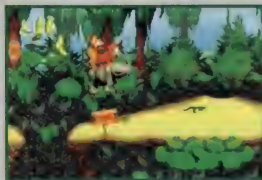
Stop the Barrel!

THREE BARRELS EACH HAVE ANIMAL TOKENS FLASHING INSIDE THEM. THESE CHANGE FROM RAMBI TO ENGUARDE TO WINKY TO EXPRESSO. TO OBTAIN ONE ANIMAL TOKEN, LEAP INTO ONE BARREL AT A TIME AND STOP ALL THREE ON THE SAME TOKEN. TO DO THIS, BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE TOKEN THAT IS BEFORE THE ONE YOU ACTUALLY WANT. YOU ALREADY HAVE ONE EXPRESSO TOKEN; TRY FOR ANOTHER.



TIP

WHEN YOU EXIT THIS BONUS LEVEL, YOU CAN INSTANTLY RETURN. NOW YOU CAN KEEP WINNING ANIMAL TOKENS FOR AS LONG AS YOU LIKE, ENTERING THE TOKEN BONUS LEVELS, AND BUILDING UP A HUGE PILE OF EXTRA LIVES! THIS IS THE BEST PLACE TO TRY THIS PLAN OUT!



Out of the second Bonus Level, you land on the dark patch of earth, revealing a Wooden Barrel. Or you land

on top of the hole where the barrel was. Continue right, Cartwheeling the Klump. Don't jump on his head with Diddy though!

Run across the ground, leap over the gap (obtaining the Banana Bunch in mid-jump), and land on the other side. Here is the exit sign arrow. Follow the path, drop down, and exit—ideally after you've found everything!





Camera Piece #10



A VERY GNAWTY APPEARS INSIDE YOUR DK HUT. HE TAKES UP RESIDENCE ONLY AFTER YOU BEAT HIM IN THE BOSS BATTLE AT THE END OF KONGO JUNGLE. WHEN YOU FIND HIM HERE, HE LEAVES AUTOMATICALLY, DEPOSITING A CAMERA PIECE IN THE CORNER. THIS APPEARS AS A GNAWTY PICTURE ON PAGE 11 OF YOUR ALBUM.

Jungle Hijinks: Plan of DK Attack!

"S" Ranking Difficulty: EASY
Preferred Kong: DONKEY
High Score to Beat: 150,230
Bonus Level 1: ENTER
Bonus Level 2: IGNORE



TAKE THE LOW ROAD, AND WHEN YOU REACH THE TWO PURPLE KRITTERS ON THE SMALL MOUNDS, HIT BOTH WITH ONE MULTIBOP JUMP. THAT'S DOUBLE THE POINTS RIGHT THERE! YOU SHOULD HAVE AROUND 55 SECONDS ON THE CLOCK.

USE DONKEY KONG TO JUMP ON THE KLUMP HEADS AS YOU REACH THE CONTINUE BARREL. WITH THE ADDITIONAL TIME BONUSES YOU'VE RECEIVED, YOU SHOULD COLLECT THE "O" WITH AROUND 50 SECONDS LEFT.



UNLESS YOU KEPT MOVING, THAT STATIONARY NUT-CHUCKING NECKY IS A PROBLEM. PICK UP THE WOODEN BARREL, LEAP UNDER THE NECKY, AND RAM IT WITH THE WOODEN BARREL (COLLECTING THE 5 TIME BONUS FROM THE BOTTOM OF THE PATH). LAND ON ITS PERCH, CARTWHEEL JUMP LEFT, AND COLLECT THOSE 20 TIME BONUS POINTS!

BOP MULTIPLE GNAWTIES WITH YOUR KONG TO GAIN THE MULTIPLIERS, THEN RETURN FOR RAMBI, AS HITTING KRITTERS WITH HIM DOESN'T GIVE YOU BONUSES. RAM AND ENTER BONUS LEVEL 1 AS THE BANANAS, 1UP BALLOON, AND 5 TIME BONUS ADD TO YOUR SCORE.



DON'T ENTER BONUS LEVEL 2—IT TAKES 25 SECONDS TO FINISH! INSTEAD, LEAP TO THE PALM TREE (LEFT OF THE KLUMP) TO GRAB THE 10 TIME BONUS, THEN RAM THE KLUMP AND LEAP THE GAP. ALL FOUR KONG GOLDEN LETTERS GIVE YOU 20,000 POINTS!

RIDE RAMBI TO THE EXIT, LEAP OVER THE CAVE ENTRANCE, UP THE CAVE SIDE, AND CLAIM THE EXTRA 5 TIME BONUS. NOW LEAVE AND CLAIM THE BUDDY AND KONG BONUSES—THAT'S 10,000 EXTRA POINTS!

Kongo Jungle Area #2: Ropey Rampage

Simian Strategy

Here you find more gaps in the ledges that lead to bottomless drops, and you get your first taste of rope-swinging. The Kongs grab the rope if they run into it and leap off when you press **△**. Use this, and the extra height ropes give you when you release your grip from them, to try heavy landings. Also be aware of the pesky Armies; deal with them using Donkey Kong's jump; Diddy isn't up to the task!

Preferred Kong: Donkey





Bonus Level 4



Bonus Level 3

Creature Feature

Critter	Number
ARMY	9
KRITTER (PURPLE)	10
ZINGER (YELLOW)	5

Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 4)
BONUS LEVELS	2
BARRELS	DK BARRELS: 2 TNT BARRELS: 3 WARP BARREL: 1
CAMERA PIECES	#3: GROUND SLAP ARMY
TOKENS	RAMBI WINKY (HIDDEN)



Trot forward with Donkey Kong, and wait to the left of the last pink leaf for a nasty Army to curl up and attempt a ram. Leap on its head before you reach the higher ground.



Camera Piece #3



EXECUTE DONKEY KONG'S GROUND SLAP NEXT TO THE FIRST ARMY YOU SEE. IT DROPS A CAMERA PIECE, ADDING THE ARMY PICTURE TO PAGE 1 OF YOUR PICTURE ALBUM. YOU CAN BE ON ANY LEVEL THAT CONTAINS AN ARMY TO CLAIM THIS PRIZE; THIS IS JUST THE FIRST OPPORTUNITY TO WIN THE CAMERA PIECE!



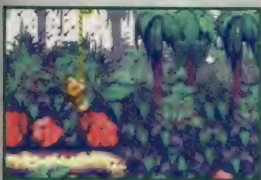
Walk under the five Bananas on the bank above you to the TNT Barrel. Pick up the barrel and jump up, pushing it into the feet of the Kritter stalking the top ground. This is the easiest way to get rid of it.

KONG Collecting

K



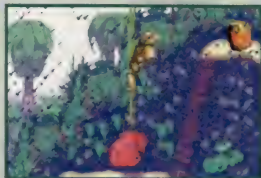
ANOTHER WAY TO TAKE OUT THE KRITTER IS TO JUMP UP TO ITS LEVEL AND ROLL OR JUMP ON IT. HEAD TO THE TOP GROUND AREA, THEN JUMP IN THE AIR TO THE RIGHT—THE "K" GOLDEN LETTER IS WAITING FOR YOU HERE!



You fall down from the "K," and when you time it right, you land on another Army guarding the rope at this ground section's end. Jump on it now and climb the rope.

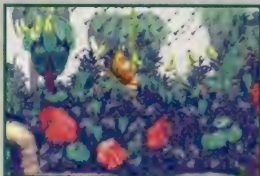
Barrels- O-Fun: Warp!

NOT FEELING THE NEED TO GET YOUR FUR WET? THEN MOVE TO THE EDGE OF THE CLIFF, WHERE THE FIRST ROPE (AND SECOND ARMY) IS. NOW LEAP RIGHT, STRAIGHT INTO THE AIR. YOU HIT AN INVISIBLE WARP BARREL. IT DUMPS YOU AT THE EXIT FOR THE SECOND BONUS LEVEL ON THIS STAGE.



The ground below peters off into a bottomless cliff, so watch your jumping! Leap onto the palm treetops, claiming the three Bananas, and leap onto another Army. Then jump onto the two taller trees and across to another stepped area of ground.

As you land, notice three Kritters walking your way. Dispatch them by rolling into all three, and then stop. If you try jumping on their heads, you'll catch the rope instead. When the Kritters are done, climb the rope and smash the DK Barrel on the upper plinth.



Drop down and walk right, to your first swinging rope. Grab it and swing across the ground, collecting the six Bananas. You may drop down without penalty. Keep

holding the rope and swing left, then leap onto the palm treetop and claim the Rambi Token.

At the swinging rope's right side, climb the long earthen step, jumping early to avoid the Army, then land on its head. You must bop the enemy until it flattens and falls off the screen. If you bounce an Army with Diddy and it falls off the cliff without flattening, just return to this area to make it reappear.

KONG Collecting

K



AT THE CLIFF LEDGE, LEAP ONTO THE SWINGING ROPE. LEAP OFF AT THE OTHER SIDE, PASSING THROUGH FIVE BANANAS, AND LAND ON THE DOUBLE PALM TREETOP. THEN JUMP INTO THE FLOATING "O" GOLDEN LETTER. LAND ON THE PALM TREE DIRECTLY BELOW THE LETTER.

Bonus Level 3

AS YOU COLLECT THE "O," NOTICE TWO KRITTERS PATROLLING THE TREETOPS IN FRONT OF YOU. IF YOU WANT TO ESCAPE AND WANT A BIT OF BARREL CANNON ACTION, TAKE A LEAP OF FAITH. ACTUALLY, IT'S MORE OF A DROP OF FAITH OFF THE EDGE OF THE TREE YOU LANDED ON AFTER THE "O."



Find the Exit!



YOU LAND ON THE BARREL CANNON. GET PROPELLED THROUGH 12 BANANAS, AND SMASH THROUGH A WALL. THIS IS THE ONLY WAY TO REACH THE BONUS ROOM. ONCE YOU ARRIVE, LEAP ACROSS SIX ROPES, EACH CONTAINING SIX BANANAS.

KONG Collecting

K



DON'T CLIMB TOO LOW ON THE ROPES—YOU MAY FALL BACK INTO THE MAIN LEVEL. YOU MUST MAKE IT TO THE OTHER GROUND BANK TO GET THE "N" LETTER. THIS ONLY APPEARS IF YOU HAVEN'T COLLECTED THE "N"

LATER IN THE LEVEL, YOU'RE THEN CATAPULTED OUT OF THE OTHER SIDE OF THE HILL, THROUGH THE CONTINUE BARREL. PRESS AND STEER ONTO A PATCH OF DARK GROUND TO LAND HEAVILY AND EXPOSE A TIRE.





If you don't want to blast your way to the bonus, leap onto the head of the Kritter on the palm tree, then jump to land on the second one. Do this in one fluid move. At this final tree, grab the swinging rope.

As the rope reaches the right, jump onto a series of stepped banks. Collect the three Bananas on the first area, and leap through the Continue Barrel. Do not head down the two steps on the bank. Those Bananas are reached only via the Barrel Cannon!



Grab the TNT Barrel and use it on the Kritter in front of you. Grab the swinging rope and jump onto a second swinging rope to reach the other side of a low ground area. Ignore the two Armies here, or use careful TNT Barrel drops to take them out (this is easier with Diddy if you want to run into them).

Drop into the bottom of a thin hill. Take the DK Barrel and use it to smash the Army as it falls from the ledge above. Or, coax the Army down and leap on its head, Donkey Kong style! If you want the four Bananas the Army was guarding, leap from the side ledge.

KONG Collecting

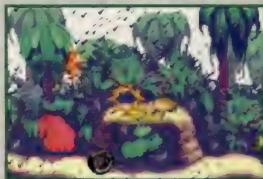


HEAD RIGHT, UP AND ONTO ANOTHER GROUND AREA, AND JUMP OR ROLL INTO A KRITTER. DROP ONTO THE HEAD OF ANOTHER KRITTER ON A PALM TREE. TAKE A SECOND ROPE TO A FLOATING "N". LEAP TO A THIRD ROPE, AND WATCH OUT FOR THAT ZINGER! THIS IS ANOTHER GOLDEN LETTER. IT APPEARS ONLY IF YOU DIDN'T GRAB THE "N" IN THE BONUS LEVEL.



You now have reached the area where you landed if you exited the first Bonus Level. Drop and land heavily on the dark patch of earth to exhume a tire. Then take a small jump left to claim the Bananas.

Move to the tire's left and turn right. Roll the tire right, and leave it underneath the first palm tree. Take out the Army that drops down from the bank, without bouncing on the tire.



Bounce on the tire and land on the palm tree's top. Then leap right, landing heavily on the dark patch

of earth the Army was guarding. Out pops a hidden Winky Token! This is the only way to nab it!

Scamper to the end of this ground area, leap through the four Bananas, grab the swinging rope, ride it right, and leap over the Zinger, through three Bananas, to another rope. Do this the first time the rope swings. If you mistime the leap, wait to jump until the Zinger has descended.



Repeat this plan over another Zinger, onto a rope, and over two

vertically moving Zingers. Don't hit Zingers with any attacks, as they're impervious to your furry forms! Land on the ground to the right, and jump on the head of a final Kritter.

KONG Collecting



FOLLOW THE FINAL GROUND PATH TO THE RIGHT. AT THE STEP, BONK THE FINAL ARMY ON THE HEAD AND SCOOT FOR THE EXIT. BUT DON'T EXIT YET: LEAP ON THE CAVE EXIT'S TOP, LEAP TO THE PALM TREE, AND COLLECT THE "G" GOLDEN LETTER FLOATING ABOVE IT. TIME TO GO!

Bonus Level 4

THE RED EXIT ARROW SIGN IS VISIBLE, BUT DON'T FOLLOW IT YET. DROP OFF THE GAP BETWEEN THE LEDGE AND THE LOWER GROUND NEXT TO THE ARROW SIGN. YOU FALL INTO A BONUS BARREL!



Stop the Barrel!



A RED UP BALLOON FLASHES INSIDE ONE OF THE FOUR BARRELS. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE WHICH BARREL THE BALLOON STOPS IN. BREAK THAT ONE TO CLAIM THE PRIZE. YOU APPEAR TO THE BONUS BARREL'S LEFT, ALLOWING YOU TO REPEATEDLY TRY FOR MORE LIVES!



Ropey Rampage: Plan of DK Attack!

"S" Ranking Difficulty: MEDIUM

Preferred Kong: DONKEY

High Score to Beat: 151,140

Bonus Level 3: ENTER

Bonus Level 4: IGNORE



PRACTICE QUICK TAKEDOWNS IN THE FIRST AREA WITH DONKEY KONG. BOUNCE ON THE FIRST ARMY, GRAB THE TNT BARREL, HIT THE KRITTER FROM UNDERNEATH, LEAP FOR THE "K," LAND AND BOUNCE ON THE SECOND ARMY. AS YOU HIT IT, GRAB THE ROPE—ALL WITH 55 SECONDS LEFT ON THE CLOCK.

ROLL THROUGH ALL THREE PURPLE KRITTERS AT THE NEXT ROPE, COLLECT THE 10 TIME BONUS, THEN CLIMB THE ROPE AND FREE DIDDY. WITH THE EXTRA TIME, YOU SHOULD STILL HAVE 55 SECONDS LEFT TO SWING ACROSS THE SHALLOW PIT—DON'T WASTE TIME GRABBING THE RAMBI TOKEN.



YOU CAN IGNORE THE DROP AFTER COLLECTING THE "O" LETTER, ALTHOUGH MORE TIME AND POINTS CAN BE FOUND IF YOU ENTER BONUS LEVEL 3. BOUNCE ON THE TWO KRITTERS ON THE PALM TREES, MAKING SURE YOU RECEIVE

A X2 MULTIPLIER FOR THE SECOND ONE. HIT THE CONTINUE BARREL WITH AROUND 49 SECONDS TO GO.

USE DONKEY KONG TO DEAL WITH THE DOUBLE ARMY THREAT IN THE LONG SHALLOW PIT. SWING ACROSS THE FIRST ROPE, DROP ON THE LEFT ARMY, HIT THE SECOND (X2), AND COLLECT THE 20 TIME BONUS. WHEN YOU REACH THE TALL LEDGE CONTAINING THE NEXT ARMY (AND THE 5 TIME BONUS), AIM TO HAVE A MINUTE ON THE CLOCK.



IGNORE THE 5 TIME BONUS NEAR THE ZINGER (DON'T TAKE THE

WINKY TOKEN), OR CARTWHEEL LEFT AND JUMP RIGHT. THIS IS A HARD BONUS TO TAKE AND ISN'T NEEDED.



IT'S IMPORTANT TO KEEP BOTH KONGS, ESPECIALLY DONKEY, FOR THE END OF THE LEVEL. IGNORE BONUS LEVEL 4 (THIS TAKES TOO LONG TO COMPLETE), AND GRAB THE 5 TIME BONUS, BOP THE ARMY, AND SCALE THE PALM TREE FOR THE "G." SCALE THE TREE TO THE LEFT OF IT FOR ANOTHER 5 TIME BONUS BEFORE YOU LEAVE.

Kongo Jungle Extra Area: Cranky's Cabin

Visit Cranky Kong, who's set up a rickety shack in the middle of the jungle. He offers advice when you need it. Come back to the shack if you need information, especially when you've found all the Bonus Levels and want to find remaining Camera Pieces.



Kongo Jungle Area #3: Reptile Rumble

Simian Strategy

You're investigating the cavernous interior of the island; the zone features two new adversaries—fast-moving Slippa snakes (roll into them) and the almost invincible Zingers (giant bees you need an animal friend to take down). This area features three hidden Bonus Levels; don't waste barrels—you need them to find two of those hidden zones!

Preferred Kong: Either

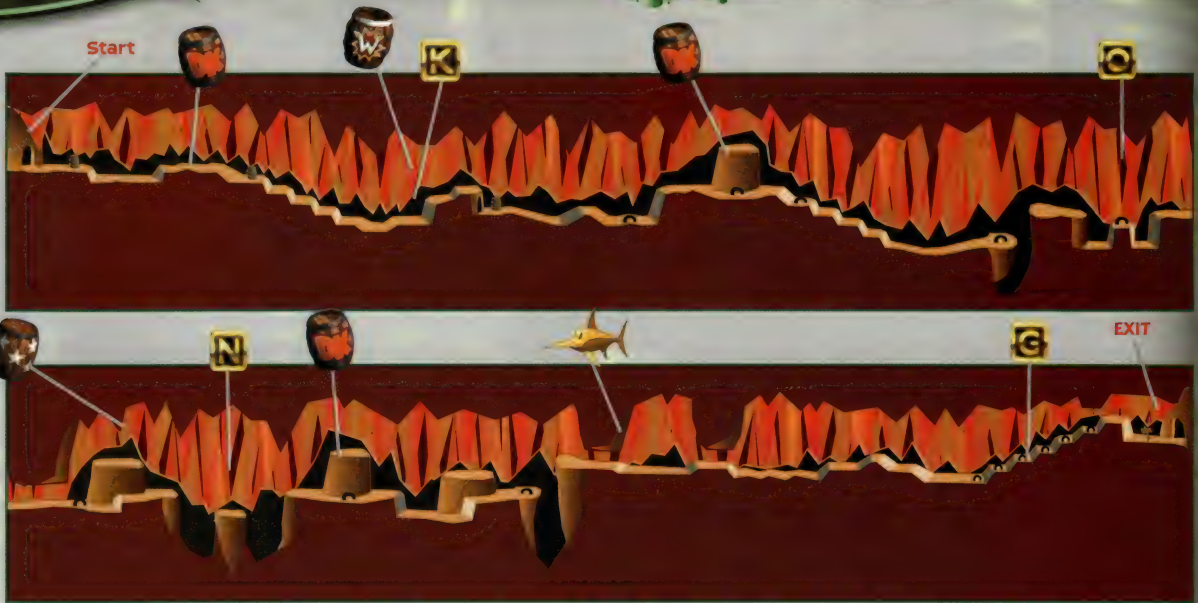


Creature Feature

Critter	Number
SLIPPA	8
KRITTER (BLUE)	13
ZINGER (YELLOW)	4

Chimp checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1
BONUS LEVELS	3
BARRELS	DK BARRELS: 3 WARP BARREL: YES WOODEN BARRELS: 4
CAMERA PIECES	#4: KRITTER MULTIBOP #5: SLIPPA MULTIROLL
TOKENS	ENGUARDE



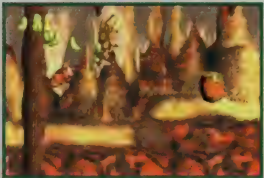
Bonus Level 5



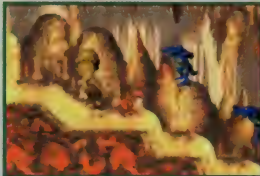
Bonus Level 6



Bonus Level 7



Barrel and run into the first Kritter; use the second Wooden Barrel (at the top of the steps) to take out the second Kritter.



To expertly take care of the Kritters, leap onto their heads. Start your jump at the Kritter as it's falling and about to leap again, then bop its head, and continue in the air, onto the second Kritter.

Enter the gloomy cavern and pick up the Wooden Barrel; use it to dispatch your first Slippa, slithering on the ground in front. Or, jump on it or roll through it, but watch out when it turns—these fiends move quickly!

Smash the DK Barrel to release your chum, or wander forward with it to the descending rock stairs. Two blue Kritters bounce toward you. Use the DK

KONG Collecting



AT THE BOTTOM OF THE STEPS, YOUR FIRST GOLDEN LETTER FLOATS ABOVE A SHALLOW STEP UP. JUMP THROUGH IT AS YOU MOVE ONTO THE HIGHER GROUND.

Barrels-O-Fun: Warp!

STOP ON THE HIGHEST PART OF THE GROUND, JUST BEFORE THE WOODEN BARREL AND THE QUARTET OF KRITTERS, AND TURN LEFT. LEAP OFF THE EDGE, TOWARD THE STALACTITES, AND HIT AN INVISIBLE WARP BARREL! YOU EMERGE AT THE RED ARROW EXIT SIGN NEAR THE TIRE STEPS.





Camera Piece #4



TAKE THE THREE BANANAS ON THE ROCK PATH, THEN JUMP AND BOP THE HEADS OF FOUR KRITTERS. YOUR HEIGHT ADVANTAGE MAKES STRIKING THEM EASY. AS YOU HIT THE THIRD ONE (WITHOUT TOUCHING THE GROUND), IT RELEASES A CAMERA PIECE. HIT THE FINAL KRITTER PHOTO, YOU CAN BOP THREE CONSECUTIVE KRITTERS ANYWHERE IN THE GAME FOR THIS CAMERA PIECE; THIS IS JUST THE FIRST OPPORTUNITY!



TIP

NEED INFINITE LIVES AND MORE BANANAS? THEN AFTER YOU VISIT THIS BONUS LEVEL, REENTER THE SECRET CAVE. ALL THE ITEMS REAPPEAR! CONTINUE TO BUILD UP YOUR SUPPLIES UNTIL YOU'RE HAPPY WITH YOUR 1UP AND BANANA COUNT!



Once you've tired of constant Kritter carnage, move right, down the hill, and bounce on the tire sticking out of the ground, through five Bananas, to flat ground. Above is a tall ledge. Use the tire underneath to bounce up here.

Bonus Level 5

ONCE THE KRITTER QUARTET FALLS, RETURN TO THE WOODEN BARREL (WHERE YOU ENCOUNTERED THE FIRST KRITTER) AND PICK IT UP. NOW RETRACE YOUR STEPS TO WHERE YOU GRABBED THE "K." WITH YOUR BARREL, WALK INTO THE LOOSE ROCK WALL TO UNCOVER A BONUS LEVEL!

Find the Exit!



THIS IS A STRAIGHTFORWARD CRAWLING DASH THROUGH A PURPLE CAVE. MOVE RIGHT, COLLECTING FIVE BANANAS, AND LEAP ONTO THE ROCK PLATFORM BEFORE THE 1UP BALLOON FLOATS AWAY. CRAWL THROUGH FIVE MORE BANANAS AND EXIT. YOU'RE LAUNCHED OVER THE FOUR BLUE

KRITTERS YOU PREVIOUSLY BOPPED. IGNORE OR STRIKE THEM (DON'T PRESS Δ AND YOU CAN CONTROL YOUR LAUNCH SO YOU STRIKE THE FIRST KRITTER AND BOUNCE ON THEM ALL); THIS IS ANOTHER CHANCE TO GRAB THE CAMERA PIECE FROM THEM!

Bonus Level 6

WHEN YOU REACH THE LEDGE, GRAB A DK BARREL AND SMASH IT. THERE'S ALSO A BONUS BARREL FLOATING IN THE AIR TO YOUR LEFT. LEAP INTO IT (YOU CAN CARRY YOUR DK BARREL WITH YOU SO YOU DON'T WASTE TIME SMASHING IT!).

Collect the Bananas!



THIS BONUS LEVEL REQUIRES ONLY ONE JUMP TO COLLECT EVERYTHING! YOU CAN GET A WHOPPING 36 BANANAS AND A BANANA BUNCH. LEAP INTO THE FIRST BARREL CANNON, THEN WAIT UNTIL YOU'RE BLASTED ABOUT. COLLECT BANANAS AS YOU GO UNTIL YOU REACH THE OTHER SIDE.

DON'T TOUCH ANY BUTTONS! IF YOU JUMP, YOU CAN FALL OUT OF THE BONUS LEVEL. WHEN YOU LAND ON THE OTHER SIDE, EXIT. YOU APPEAR BACK ON THE LEDGE WITH THE DK BARREL. YES, YOU CAN ENTER THE LEVEL AGAIN!

WHEN YOU'VE FINISHED, TAKE A LONG JUMP OFF THE RIGHT SIDE OF THE LEDGE, LANDING ON A KRITTER'S HEAD, AND CONTINUE WITH A SECOND JUMP TO BOP TWO MORE KRITTERS. PRESS Δ TO REACH EACH ONE, OR YOU'LL FALL SHORT AND HAVE TO JUMP AS THEY DESCEND. USE THE TIRE ON THE GROUND TO REACH THE FIRST ONE IF YOU DIDN'T CHECK OUT THE LEDGE.



NOTE

IF YOU EMERGED FROM THE BONUS LEVEL, THEN LOST A MONKEY WHILE TRYING TO BOP THOSE KRITTERS ON THE STEPS, THEN RETURN TO THE LEDGE AND SMASH THE DK BARREL. IF IT ISN'T THERE, REPLAY THE SECOND BONUS LEVEL.



As the ground dips, run through five more Bananas, leap onto the tire, and bounce across the bottomless gap through five more Bananas to the continuation of the ground path. What's that buzzing ahead?

KONG Kollecting



ZINGERS! LEAP OVER EACH ONE AND COLLECT THE FLOATING "O" ABOVE THE TIRE IN THE MIDDLE. OR, DROP DOWN THE FIRST PIT AS THE ZINGER FLIES UP. GRAB THE BANANA BUNCH, THEN LEAP RIGHT TO THE TIRE BEFORE THE ZINGER DESCENDS. REPEAT THIS AT THE SECOND ZINGER. MOVE TO THE SIDE AND DUCK Δ IF YOU'RE CAUGHT IN A PIT.

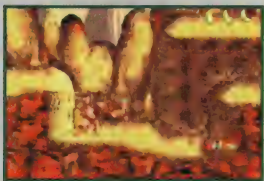


Crawl between the rock ceiling and the ground, and when you emerge from collecting the five Bananas, leap on the tire, bounce, and bop the Slippa slithering toward you. Bounce onto the upper ledge, smash the Continue Barrel, then drop to the right.

KONG Collecting



FALL TO THE PIT WITH THREE TIRES IN IT AND BOUNCE OVER THE ZINGER (YOUR BOUNCE MEANS YOU DON'T NEED TO TIME THIS LEAP). AS YOU PASS OVER THE ZINGER, GRAB THE "N" LETTER. LAND ON THE SECOND TIRE PIT ON THE OTHER SIDE.



Bounce up to another rock path with a high ledge, and smash a DK Barrel if you need a partner. Leave the Wooden Barrel and drop down to view a shallow pit with two Slippas inside. Cartwheel or bounce them away.

Bonus Level 7



REMOVE THE SLIPPAS, THEN RETURN TO THE LEDGE VIA THE TIRE AND GRAB THE WOODEN BARREL. PUSH IT INTO THE RIGHT WALL OF THE SHALLOW PIT. IF YOU TRY THIS WITH THE SLIPPAS IN THE PIT, DON'T HIT ANY OR YOU'LL DROP YOUR BARREL! IF YOU HAVE TWO KONGS BEFORE YOU REACH THE DK AND WOODEN BARREL, YOU HAVE TWO CHANCES TO ATTEMPT THIS!

Collect the Bananas!



ENTER THE SECRET CAVE AND FIND A SMALL MOVING PLATFORM WITH A TIRE ON IT. JUMP ON IT, AND BOUNCE THROUGH 35 BANANAS ABOVE. IF YOU FALL, THERE'S A SHALLOW PIT TO LAND ON. USE THE TIRE TO RETURN TO THE ACTION. LEAVE VIA THE RIGHT CAVE. YOU APPEAR BACK IN THE SHALLOW PIT AND THE TWO SLIPPAS HAVE RETURNED!



The exit launch from the Bonus Level allows you to pick up three Bananas on a ledge. Stop at the tire and bounce up through five Bananas. Ignore the Zinger; it can't harm you unless you land short. Now crawl through the small gap.

You need speed and precision for this next step!

Two Kritters are leaping around an enclosed area. Without pausing, emerge from the crawl and jump right, onto the Kritter moving left as it descends. As you dispatch it, you're bounced high enough to claim the Enguarde Animal Token. Roll through the other Kritter as you crawl between the rocks.



Camera Piece #5



IGNORE THE TIRE AHEAD (UNLESS YOU WANT TO LEAP OVER AND IGNORE THIS ZONE), AND ROLL THROUGH ALL FOUR SLIPPAS IN THIS AREA. DO THIS IN ONE TRY, AND THE THIRD ONE DROPS A CAMERA PIECE—THE SLIPPA PICTURE IN YOUR ALBUM. CAN'T COMPLETE THE TASK HERE? TRY AGAIN IN MISTY MINES!

KONG Collecting



WANDER PAST THE RED EXIT ARROW SIGN, TOWARD THE TIRE STEPS, BOUNCE ON THE FIRST AND DESCEND, BOPPING THE KRITTER (OR ROLL THROUGH IT). IF YOU'RE SLOW, WAIT AND CATCH IT BY JUMPING OR ROLLING AS IT DESCENDS. THEN BOUNCE UP THE TIRE STEPS, CLAIMING THE "G" HALFWAY UP.



Time your bounces so you descend on a second Kritter just after the "G" in one fluid motion. Then head right, out of the level, and make your ape escape!

Reptile Rumble: Plan of DK Attack!

"S" Ranking Difficulty: MEDIUM

Preferred Kong: EITHER
High Score to Beat: 146,400
Bonus Level 5: IGNORE
Bonus Level 6: ENTER
Bonus Level 7: ENTER



IGNORE THE MANY BARRELS AT THE LEVEL'S BEGINNING (WITH THE EXCEPTION OF DK BARRELS), AND JUMP TO BOP THE HEADS OF THE TWO BLUE KRITTERS (X2). TAKE ALL FOUR OF THE SUBSEQUENT KRITTERS DOWN IN ONE AIRBORNE MOVE (X4). REACH THE DK BARREL ATOP THE LEDGE WITH AROUND 50 SECONDS TO GO.



YOU CAN SMASH THE BONUS LEVEL ENTRANCE AFTER TAKING THE "K" LETTER, BUT THAT INVOLVES BACKTRACKING, AND YOU LOSE A SECOND FROM THE TIME YOU ENTER THE BONUS LEVEL TO THE TIME YOU COLLECT EVERYTHING (INCLUDING THE 5 TIME BONUS) AND EXIT. YOU CAN BOUNCE ON ALL FOUR KRITTERS WITH EASE AS YOU EXIT, HOWEVER (PULL BACK WITH ◀).

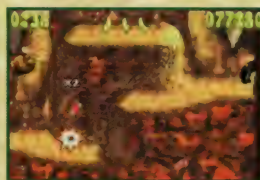
Ropey Rampage: Plan of DK Attack!



THE NEXT BONUS LEVEL IS A DOOZY—YOU CAN WIN AROUND 2,000 POINTS BY COMPLETING IT, AND IF YOU'RE QUICK ENOUGH, YOU CAN EXIT, LEAP RIGHT FOR THE 10 TIME BONUS, REENTER THE BONUS LEVEL, AND CONTINUE THIS LOOP UNTIL YOUR SCORE AND TIME IS ASTRONOMICAL! OTHERWISE, YOU'RE STILL AT THE SAME TIME (IDEALLY AROUND 55 SECONDS WHEN YOU ENTER AND EXIT THIS BONUS LEVEL).



EXIT TO THE LEDGE, LEAP RIGHT TO COLLECT THE 10 TIME BONUS, AND HIT ALL THREE KRITTERS WITH ONE ATTACK (X3). AT THE TIRE, CARTWHEEL RIGHT, THEN JUMP LEFT TO GRAB THE 5 TIME BONUS. BOUNCE UP TO THE CONTINUE BARREL FOR ANOTHER 5 TIME BONUS.



SCORE A X2 MULTIPLIER ON THE SLIPPAS GUARDING THE LAST BONUS LEVEL, THEN CARRY A BARREL INTO THE WALL. THE BANANAS ARE WORTH ONLY 10 POINTS EACH, BUT YOU CAN KEEP REENTERING THIS BONUS LEVEL, DROPPING DOWN TO TAKE THE 5 TIME BONUS TO THE RIGHT OF THE LOWER TIRE, AND RUNNING STRAIGHT FOR THE EXIT. REPEAT THIS FOR MORE TIME!



LEAP QUICKLY FOR THE TWO KRITTERS GUARDING THE ENGUARDE TOKEN (X2), AND AT THE SLIPPAS, ROLL THROUGH THEM ALL TO TAKE THEM OUT QUICKLY WITH A X4 BONUS. TIME THE TIRE STEP JUMPS TO BOP BOTH KRITTERS AND TAKE THE "G" BEFORE EXITING.

Kongo Jungle Area #4: Coral Capers

Simian Strategy

A bit of simian swimming is just the job for the weary Kong, although you have to get used to the slightly less precise maneuvers. There's limitless air, and really only one path to follow, but loads of hidden areas to explore. However, you can't harm any of the enemies until you're riding your fishy friend Enguarde; look out for the Croctopus and Clambo that are impervious to even the swordfish's spiky attack!

Preferred Kong: Either

Creature Feature

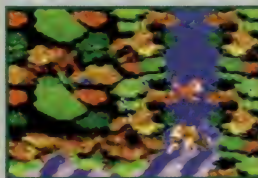
Critter	Number
BITESIZE	-----12
CROCTOPUS	-----4
CHOMPS JR.	-----2
CHOMPS	-----2
CLAMBO	-----1



This is the first of the swimming levels, and your Kongs control differently in this environment; they float a little after you begin your swim. Move in arcing motions and always control your gorilla, even when you're not accelerating! Pass through the first three Bananas.

Swim either above or below the Bitesize, then stay

in the middle of the water and smash through the DK Barrel (you can't smash this if you have both Kongs). Then dive up or down and pass a second Bitesize.



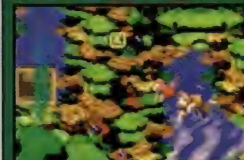
Follow the winding path, collecting the three Bananas, and stay toward the top of the coral ceiling to avoid two Bitesize fish as

Chimp Checklist

Item	Notes
ANIMAL FRIEND	ENGUARDE (X2)
BALLOONS	RED: 1
BARRELS	DK BARRELS: 3 WARP BARREL: YES
CAMERA PIECES	=6: UNDER THE "G"
TOKENS	EXPRESSO

you reach the end of the first path.

KONG Collecting

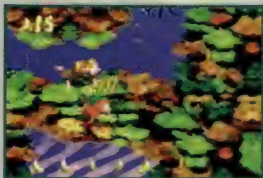


SWIM UP TO THE NEXT JUNCTION (CONTINUES RIGHT); BEFORE YOU SWIM THAT WAY AND COLLECT THREE BANANAS, CONTINUE UP INTO A SMALL ALCOVE AND SNAG THE "K" LETTER.



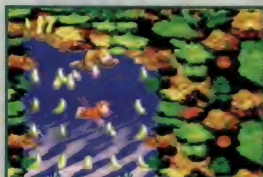
NOTE

WHEN YOU TAKE THE "K," LOOK LEFT TO SEE A CRATE WITH ENGUARDE THE SWORDFISH'S SYMBOL ON IT. YOU REACH THIS AREA MUCH LATER IN THE LEVEL.



You emerge in a square passageway with the route continuing at the same level on the right side wall. An invincible Croctopus patrols this area.

Swim in the opposite direction of the Croctopus, down to the single Banana at the square chamber's bottom. As you reach the Banana, swim *through* the coral wall before the Croctopus reaches you!

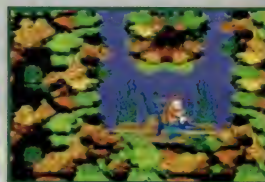


You appear in a secret cove with 24 Bananas and a Bunch waiting for you to collect! Grab all the fruit

possible, then swim back up to the square chamber, wait for the Croctopus to pass you, then swim right, up, and through the exit.

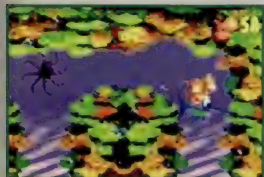
Barrels-O-Fun: Warp!

WHEN YOU'VE FOUND THIS HIDDEN STASH OF BANANAS, FLOAT DOWN TO THE BOTTOM RIGHT AREA. EMBEDDED IN THE WALL IS AN INVISIBLE WARP BARREL. THIS LEADS TO THE EXIT SIGN!



You swim right, into a large open area with exits above and below. Ignore the Bitesize, and look for the 10 Bananas in the shape of an arrow pointing down. Follow the sign to a tiny alcove where a crate containing Enguarde awaits!

Mount your animal pal, and ride him upward, battling the Bitesize on the way. Continue upward through the coral tunnel. Enguarde will flee if he touches an enemy instead of ramming it (or an enemy that is invincible like the Croctopus). Swim after him and mount him before he escapes!



When you're through the tunnel, swim up into another square tunnel. Move quickly to catch a 1Up Balloon. Then hide in the coral in the top right corner and let the clockwise Croctopus pass you by.

Head left, smashing the DK Barrel if necessary, then drop down and take three more Bananas. Follow the tunnel left, into a larger chamber. Ram the Bitesize along the bottom and one in the middle, then swim left to the Continue Barrel.

KONG Collecting



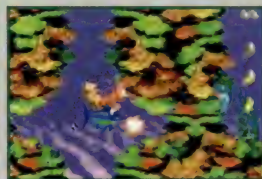
YOU APPEAR IN A LARGE CHAMBER WITH THREE CEILING ALCOVES, 10 BANANAS IN AN ARROW POINTING DOWN (TO THE PATH CONTINUATION), AND A NASTY CHOMPS JR. TO SPIKE WITH ENGUARDE. NOW INVESTIGATE THE THREE ALCOVES: THE RIGHT HAS A BANANA, THE MIDDLE THE "O" LETTER, AND THE LEFT A BANANA BUNCH.



Take the 10 Bananas in the arrow, and drop down into another square tunnel.

Wait for the counter-clockwise Croctopus to pass by, then follow it to the bottom right corner. There's the Enguarde crate you couldn't reach when you found the "K" Letter!

With Enguarde, zoom left (or up, left, then down to avoid the Croctopus), and into a wide passage. Continue left, ramming another Chomps Jr., then take two more Bananas and pierce the DK Barrel if necessary. Ascend.

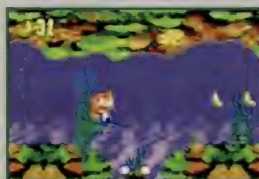


Halfway up this tunnel, you meet a Chomps! Ram it with Enguarde (or avoid it if you don't have your animal friend), then swim through the coral in the right wall indent. You end up in a small vertical secret area with five Bananas and an Espresso Token to nab.

KONG Collecting



SWIM UP HERE, THEN DART LEFT THROUGH ANOTHER CORAL WALL TO A SECOND INDENT IN THE MAIN TUNNEL. DEFLATE A SECOND CHOMPS, THEN TAKE ENGUARDE UP THROUGH ANOTHER FOUR BANANAS, ALL THE WAY PAST THE RIGHT WALL OPENING, AND INTO THE "N" LETTER AT THE TOP OF THE TUNNEL.



Head right, nab two Bananas, ram the Bitesize while swimming the winding tunnel, and take out a second Bitesize. Watch out for two Bitesizes swimming close together as you continue, and another as the tunnel widens.

Take two Bananas in the middle of the chamber, then watch out for the deadly pearls of the invincible

Clambo lurking at the bottom of an alcove! Clambo shoots two pearls diagonally, one left and one right. Swim quickly as the left one passes by, and take the final two Bananas.

KONG Collecting



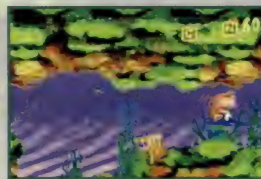
THE FINAL BEAST TO AVOID IS A CROCTOPUS MAKING A FIGURE-EIGHT PATH AROUND TWO SQUARE PIECES OF CORAL. THE RED EXIT ARROW SIGN SITS ON ONE OF THE CORAL PIECES. SWIM DOWN THE MIDDLE OF THE CORAL, PICKING UP YOUR LAST GOLDEN LETTER.



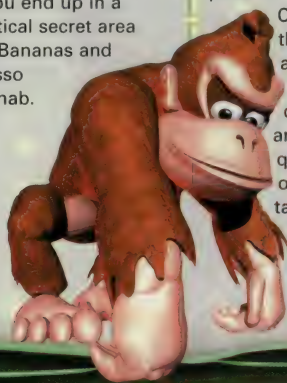
Camera Piece #6



AFTER COLLECTING THE "G" LETTER SWIM THROUGH THE CORAL TO A SUPER-HIDDEN CHAMBER CONTAINING A CAMERA PIECE! LOOK ON PAGE 12 OF YOUR ALBUM FOR THIS PICTURE.

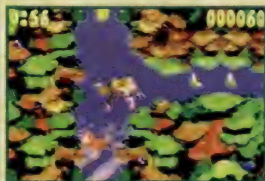


Swiftly swim to the right, upward (avoiding that Croctopus), and then past the exit sign and out of Coral Capers.



Coral Capers: Plan of DK Attack!

"S" Ranking Difficulty: EASY
Preferred Kong: EITHER
High Score to Beat: 72,770



THE FIRST PART OF THIS DK ATTACK LEVEL IS EXACTLY THE SAME AS THE REGULAR LEVEL; STAY IN THE MIDDLE, COLLECTING ITEMS (SUCH AS THE 5 TIME BONUSES). GOING FOR THE SECRET COVE WITH THE BANANAS WASTES TIME. AS YOU EXIT, HEAD RIGHT RATHER THAN SWIMMING ALL THE WAY AROUND. TRY GRABBING THE "K" BEFORE YOU MEET THE CROCTOPUS, TOO!

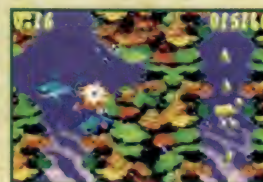


ENGUARDE IS A MUST; FIND HIM IN THE LOWER ALCOVE WITH THE BANANA ARROW. MAKE SURE YOU RAM EVERY SUBSEQUENT BITESIZE FOR EXTRA POINTS. WHEN YOU REACH THE SQUARE TUNNEL WITH THE 1UP BALLOON, SWIM FOR IT, AS THERE'S A 10 TIME BONUS UP THERE TOO!

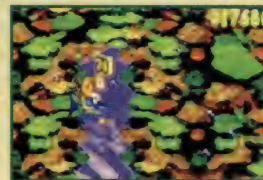


IMPALE THE CHOMPS JR. WITH YOUR ANIMAL CHUM, AND TAKE THE BANANA BUNCH AND "O" BEFORE HEADING DOWNWARD. WHEN YOU REACH THE SECOND ENGUARDE CRATE, DON'T BOTHER

OPENING IT, BUT DO TAKE THE 5 TIME BONUS AT THE BOTTOM.



THERE'S TIME TO STRIKE DOWN BOTH CHOMPS, CLAIM THE 5 TIME BONUS IN THE MIDDLE, AND CHECK THE SECRET VERTICAL ALCOVE FOR THE EXPRESSO TOKEN. HIT THE LOWER CHOMP, SWIM RIGHT INTO THE SECRET ALCOVE, EXIT AT THE TOP AND TAKE DOWN THE SECOND CHOMP, THEN DROP SLIGHTLY TO PICK THE 5 TIME BONUS BEFORE CONTINUING UPWARD.

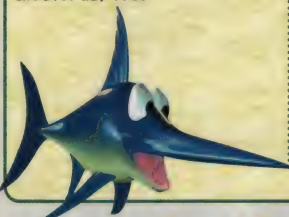


AT THE TOP OF THE TUNNEL, TAKE THE "N" LETTER AND THE 10 TIME

BONUS FLOATING THERE, THEN SWIM INTO THE FINAL TUNNEL, STRIKING ALL BITESIZES POSSIBLE. WHEN YOU REACH THE CLAMBO, HOVER DIRECTLY ABOVE IT, THEN LOWER YOURSELF ONTO THE 10 TIME BONUS.



FOLLOW THE CROCTOPUS PATH FOR THE BEST WAY TO CLAIM YOUR REMAINING PRIZES. GRAB THE 5 TIME BONUS AND THE "G," THEN CHECK OUT THE HIDDEN ALCOVE WHERE YOU FOUND THE CAMERA PIECE. THEN SCOOT—YOU'LL HAVE AN "S" RANKING WITH EASE IF MORE THAN 15 SECONDS ARE LEFT ON THE CLOCK AND BOTH KONGS ARE RIDING ENGUARDE!



Kongo Jungle Extra Area: Funky's Fishing



(in 1:20). Don't catch other colors of fish as these drop your time limit.



Refer to the "Training" section for the best way to fish; in this level, just catch red fish, land more than one at a time, and always aim them into the rowing boat. It's straightforward to complete this task within the time, even if you're catching one red fish at a time.

After you complete Coral Capers, you can visit Funky, the freshest Kong around! He's one killa gorilla, and he offers two options: to fly the furry skies in a Funky Barrel (which allows you to quickly revisit any previously completed levels if you missed a Camera or Bonus area), or the Fishing Barrel. Choose the Fishing Barrel, at least before continuing your adventure, as Funky wants you to catch 20 red fish before the time runs out

Chimp Checklist

Item	Notes
CAMERA PIECES	#7: FUNKY'S SCENE; PART 1 OF 6.

Camera Piece #7

ARE YOU VICTORIOUS? THEN FUNKY KONG GIVES YOU CAMERA PIECE #7—THE FIRST LARGE-SCALE FISHING PICTURE IN YOUR PHOTO ALBUM. ONLY FIVE MORE PIECES TO OBTAIN! WHEN YOU SUCCEED IN YOUR FISHING, LEAVE FUNKY'S HUT AND HEAD STRAIGHT TO BARREL CANYON.



NOTE

DURING YOUR FISHING, KEEP A LOOKOUT FOR AN ORANGE CRAB SCUTTLE ALONG THE SEABED. IF ONE APPEARS, WINCH IT UP TO SAFETY—YOU'LL BE REWARDED WITH A PICTURE (CAMERA PIECE #39) OF THE FUNKSTER HIMSELF ON PAGE 6 OF YOUR ALBUM. YOU CAN FIND A CRAB ON ANY OF THE SIX STAGES, BUT THE CRAB APPEARS MORE FREQUENTLY IN THE FISHING ZONE INSIDE CHIMP CAVERNS (THE LAST WORLD YOU VISIT).

Kongo Jungle Area #5: Barrel Cannon Canyon

Simian Strategy

The crazy Barrel Cannon antics of this jungle level introduce bottomless drops with only moving barrels and careful firing to save you! Fortunately, two alternate routes skip the difficult parts (via Cannons along the top of the level). You have to return to find the Bonus Levels, though! Diddy is a little more nimble in these environments, so use him more often.



Chimp Checklist	
Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 2 (1 IN BONUS LEVEL 9)
BONUS LEVELS	2
BARRELS	DK BARRELS: 3 TNT BARRELS: 1 WARP BARREL: YES WOODEN BARRELS: 1
CAMERA PIECES	NONE
TOKENS	WINKY RAMBI ENGUARDE (BONUS LEVEL 9)

Creature Feature	
Critter	Number
KRITTER (PURPLE)	-----7
KRITTER (BLUE)	-----7
KRITTER (OLIVE)	-----12
ZINGER (YELLOW)	-----5
ZINGER (ORANGE)	-----2



Preferred Kong: Diddy

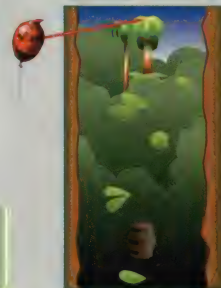




Bonus Level 8



Bonus Level 9



KONG Collecting



AS YOU EMERGE FROM YOUR ENTRANCE CAVE, RUN TOWARD AND ROLL THROUGH TWO PURPLE KRITTERS. THEN LEAP INTO A BARREL CANNON THAT AUTOMATICALLY BLASTS YOU STRAIGHT UP THROUGH FIVE FLOATING BANANAS AND INTO YOUR FIRST GOLDEN LETTER HANGING HIGH ABOVE.



Point your Kongs right as they fly through the air, and aim for the dark patch of earth to the Cannon's right, which unearths a Wooden Barrel. Use this to smash one of the two incoming blue Kritters.

Before you trot farther into this level, be aware of an awesome Barrel Cannon shortcut! Head back to the entrance cave, and jump above it to the mound of

earth. Run up the mound and leap in the Barrel Cannon.



You fly through the sky to the right and land on top of a palm tree. Above this tree is a second Barrel Cannon. Pop into this to get propelled through 17 Bananas in a straight line.

You pass over some leaping Kritters, into another Barrel Cannon that blasts you right

again, through another 17 Bananas, to a final Cannon that drops you on top of a palm tree with a DK Barrel, around a third of the way through the level. Then rejoin the action.





If you investigate the various ledges across the canyon (a preferred plan as extra items are available down below), from the place where you unearthed the barrel, head right, and move down the slope; don't head for the second blue Kritter or the row of Bananas yet.

At the edge of the sloping ground, execute a rolling Cartwheel at speed. You need to cover a good distance, so aim for the top of a barrel visible at the screen's bottom right. Don't fall short!



You're aiming for a tiny ledge with a Barrel Cannon on it. Enter the cannon, and you're shot straight up, through a Winky Token, and up onto the continuation of the ledges above. This is the only way to secure the Winky Token. Now return and take out the other blue Kritter and collect those four Bananas.



Return to the upper cliff's edge, above the Winky Token, and drop into the Barrel Cannon, collecting the three Bananas. The cannon points you diagonally up and right. Fire as soon as possible, and keep pressing \Rightarrow !

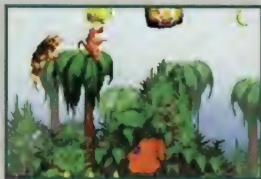
If you keep pressing \Rightarrow , you tumble through a blue Kritter, hit the head of a second, and then you continue your mid-air multibop, striking a purple Kritter on the ledge to the right and another on the ground level below—all without touching the ground! Or, stop and time each strike (jump or roll) if you're not confident enough to "combo" these enemies in one mid-air strike.



Watch the gap in the ground by the second purple Kritter! Continue running to the right, and roll through two purple Kritters. As soon as they're dispatched, leap up into the Barrel Cannon, and fire it so you land in the

moving Cannon. Collect the seven Bananas, and fire yourself out to the right.

Drop through three Bananas into a Barrel Cannon, which then moves right. Fire when you're under the barrel at the top of the screen. It moves right; fire so you drop into a third barrel below. This moves right to a cliff wall. Fire your Kongs up the wall through five Bananas and land on the palm tree above.



This palm tree holds a DK Barrel and is where the hidden series of Barrel Cannons deposited you, if you found the Cannon above the entrance. Either stay in the treetops, or drop to the ground.

Try a running Cartwheel into a jump, and land on the tops of two palm trees. Ignore the trio of olive Kritters, and jump right again, up and onto a tall palm tree to collect a Rambi Token. From here, you can rejoin the difficult ledge leaping, or fire yourself through Barrel Cannons again.



Take the low road and drop down onto the path, and you meet the three olive Kritters. Jump on each one's head, one at a time, in a continuous beatdown. Land on the palm trees above, then grab the Rambi Token.

Continue right, collecting three Bananas from the hump in the ground, drop down and run to the ground edge, leaping in the Barrel Cannon as it descends. It turns and points right. Fire at the second Barrel Cannon just before they cross paths.



You're shot upward and then right. You're in a barrel pointing down. Fire at the barrel below just before your barrel moves across to the left. You get shot through two more cannons, landing in a barrel pointing diagonally down and right.

Barrels-O-Fun: Warp!

AT THIS HIDDEN LOWER LEDGE WHERE YOU GOT THE WINKY TOKEN, STAND NEAR THE BARREL CANNON, AND JUMP IMMEDIATELY OVER IT, TO THE RIGHT. YOU DON'T DROP INTO A BOTTOMLESS PIT, INSTEAD YOU ENTER AN INVISIBLE WARP BARREL. IT SPITS YOU INTO A BARREL CANNON THAT FIRES YOU ONTO THE GROUND NEXT TO THE RED EXIT ARROW SIGN. WHAT A RESULT!

KONG Collecting (Option 1)

TRY THE BARREL CANNON; YOU'RE PROPELLED TO THE RIGHT, THROUGH 24 BANANAS, AND CAN GRAB A GOLDEN LETTER "O" ON THE WAY. THIS LEVEL OFFERS TWO "O" LETTERS (YOU CAN ONLY GRAB ONE), AND THIS IS THE EASIER OF THE TWO TO TAKE. YOU LAND ON A BARREL CANNON, FLY THROUGH FIVE MORE BANANAS, AND STOP NEAR THE CONTINUE BARREL.



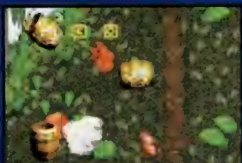
KONG Collecting (Option 2)

KONG



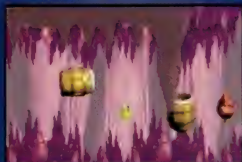
THIS IS THE OTHER 'O' LETTER IN THE LEVEL. LINE THE MOVING BARREL UP WITH THE ONE BELOW AND RIGHT. AND FIRE. COLLECTING THE 'O' AS YOU GO. YOU'RE THEN SHOT DOWNWARD, CAUGHT BY ANOTHER BARREL THAT THEN POINTS RIGHT.

Bonus Level 8



WHILE IN THE BARREL POINTING RIGHT, WAIT FOR THE FINAL BARREL TO LINE UP. OR SIMPLY BLAST YOUR KONGS INTO THE CLIFF WALL TO YOUR RIGHT. TRY THIS—THERE'S A HIDDEN ENTRANCE YOU SMASH THROUGH!

Find the Exit!



INSIDE A LONG PURPLE CAVE, YOU LAUNCH YOURSELF PRECISELY FROM SUBSEQUENT CANNONS. DO THIS AT THE MOMENT YOU LAND IN EACH BARREL TO CLEAR THIS BONUS STAGE THE QUICKEST. IF YOU LOSE YOUR NERVE, LINE UP WITH THE NEXT AS EACH BARREL FLOATS UP AND DOWN. YOU'RE AWARDED A BANANA, TWO BANANAS, A DK BARREL, A BANANA BUNCH, AND A IUP BALLOON BEFORE YOU REACH THE EXIT. YOU EMERGE OUT OF A HOLE NEAR THE CONTINUE BARREL.



Scamper left, collect the five Bananas you didn't collect if you used the final Barrel Cannon without entering the Bonus Level, and then move right, through the Continue Barrel. Move to the right ledge, leap and drop through three Bananas, and bop the head of a Kritter.

Pick the DK Barrel up if you wish, and continue right. Use the barrel to remove a second Kritter, or leap on its head (or roll). It's best to land on the second Kritter's head, continue the leap onto a third, and finally a fourth, in one jump. Now stop!



Demolish the olive Kritter again, continue right, roll

through a purple Kritter, then leap the gap until you come to two olive Kritters guarding a barrel. Ignore them and enter the barrel, lining yourself up with a moving barrel. If you want to dispatch the Kritters first, blast out of the barrel and miss the second one, then land on the right Kritter's head, then the left one.

KONG Collecting

KONG



WHEN YOU'RE IN THE SECOND BARREL, IT AUTOMATICALLY POINTS RIGHT, FIRES YOU THROUGH NINE BANANAS, AND INTO ANOTHER BARREL THAT DROPS YOU ONTO A SMALL LEDGE WITH A DARK PATCH OF EARTH. THIS UNEARHS AN 'N' LETTER. IF YOU JUMP HERE INSTEAD, YOU CAN'T GET THE 'N'.



Now head right, leaping the gap and landing on an olive Kritter. Time the next bop at the ledge's other end so you hit the Kritter as it finishes bouncing, and land inside the Barrel Cannon. You're fired through four Bananas at another cannon.

Immediately fire at a third barrel before it descends, or wait until it ascends. It catches you and turns around. Immediately blast to a barrel mimicking the up/down moves of the one you're in. Mistime, and you'll hit the Zinger, so fire while above or below this nasty foe.



The barrel floats up and down, as does the barrel you're firing into, but at opposite times. Line the shot up above the next Zinger, when both barrels cross their lines of sight. You're shot down and to the right twice.

You can immediately fire upward or wait for the barrel above to line up. It moves left and right. Make sure the orange Zinger is left of you. You're fired right, into a vertically moving barrel. Fire at the next barrel when you reach the bottom of its descending pattern.

Bonus Level 9

PICK UP THE TNT BARREL, MOVE LEFT OVER THE HUMP, AND DROP DOWN IN THE NEXT DITCH, THEN BLAST THE RIGHT ROCK WALL (YOU CAN DO THIS WITH THE DK BARREL INSTEAD). THE TRICK HERE IS TO NOT USE EITHER BARREL ON THE KRITTERS SO YOU CAN ENTER THIS BONUS LEVEL!

Collect the Prizes!



GOODIES! AIM FOR THE SAME AREA FROM WHICH YOU LAUNCHED. EXIT BY DROPPING PAST THE BARREL. YOU EMERGE FROM A SECRET CAVE EXIT TO THE RIGHT OF THE BONUS ONE. YOU CAN GO RIGHT BACK IN AND TRY AGAIN AND AGAIN!



YOU APPEAR INSIDE A FLOATING BARREL CANNON MOVING LEFT AND RIGHT. ABOVE ARE THREE COLUMNS OF EIGHT BANANAS. AT THE TOP OF THE LEFT COLUMN IS AN ENGUADE TOKEN. AT THE TOP OF THE MIDDLE IS A IUP BALLOON. A BANANA BUNCH IS TO THE RIGHT. LAND BACK IN THE BARREL AFTER COLLECTING YOUR



Almost there! The Zinger is mimicking your barrel's movements, but wait until the bee drops below and then fire out of the barrel. You're blasted up, diagonally down and right, then up and right, collecting eight Bananas as you go. Now you're in a barrel pointing down.

Immediately fire, or wait until the horizontally moving barrel below lines up. The Zinger is to one side. You're fired right, into another vertical barrel. As it descends, immediately fire across, under another Zinger to your final Cannon.



This turns and plants you up and right, onto the final ground ledge. Pass the red arrow exit sign, and roll under three blue Kritters (bop their heads if you can time it right!). There's a final olive Kritter to roll through, guarding the exit cave.

Barrel Canyon Cannon: Plan of DK Attack!

"S" Ranking Difficulty: MEDIUM
Preferred Kong: DIDDY
High Score to Beat: 208,010
Bonus Level 8: ENTER
Bonus Level 9: ENTER



START WITH A X2 COMBO ONTO THE KRITTERS, AND IGNORE THE CANNON ABOVE THE ENTRANCE—YOU CAN'T GATHER AS MANY POINTS BY TAKING THIS SHORTCUT. ROLL THROUGH THE BLUE KRITTERS, LEAP ONTO THE PALM TREE WITH THE 5 TIME BONUS, AND INTO THE CANNON WITH AROUND 50 SECONDS LEFT.



THERE'S A HUGE MULTIPLIER OPPORTUNITY AFTER YOU GET FIRED OUT OF THE BARREL CANNON. LAND ON THE TWO BLUE KRITTERS, THEN AIM FOR THE PURPLE ONE, AND THE FINAL ONE (X4). ROLL THROUGH THE FINAL TWO KRITTERS (X2) UNDER THE BARREL LEDGE.



AT THE THREE OLIVE KRITTERS BOUNCING CLOSE TOGETHER, BOUNCE ON EACH HEAD, AND AT THE THIRD HEAD, LEAP UP AND LAND ON THE PALM TREE AND CLAIM THE 10 TIME BONUS. DIDDY IS PREFERRED HERE. WHEN YOU'RE FIRING THROUGH THE BARRELS, SHOOT YOUR KONGS IMMEDIATELY; PRACTICE THIS SO YOU AREN'T WAITING TO LINE UP A SHOT.



YOU CAN OPTIONALLY ENTER BONUS LEVEL 8, BUT JUMP INTO THE 5 TIME BONUS AND FIRE THE REST OF THE CANNONS IMMEDIATELY TO SAVE TIME. YOU EXIT NEAR THE CONTINUE BARREL, AND MOVE ON TO THE SECOND BONUS LEVEL. MAKE SURE YOU BOP THE THREE KRITTERS IN ONE MULTIJUMP (X3). OPTIONALLY CONTINUE AND LAND ON THE PURPLE KRITTER (X4).



THE SECOND BONUS LEVEL REQUIRES THE TNT BARREL. THE QUICKEST WAY TO GAIN POINTS IS TO FIRE UP THE MIDDLE THROUGH THE 5 TIME BONUS ON THE FIRST LEFT-TO-RIGHT PASS, THEN HOLD ON THE WAY DOWN. OTHERWISE YOU'LL STAY IN THE BARREL AND LOSE TIME. YOU CAN REPEAT THIS BONUS LEVEL, BUT EVEN AT YOUR QUICKEST PACE, YOU LOSE A SECOND EACH TIME.



SKIP THE FINAL BARREL CANNON MANEUVERS UNLESS YOU CAN PERFECTLY TIME THEM. THERE'S AN EXTRA 10 TIME BONUS IF YOU TAKE THE SECOND SERIES OF BARRELS ACROSS THE TOP OF THE SCREEN. WHEN YOU'RE AT THE EXIT AREA, BOUNCE ON THE THREE BLUE KRITTERS WITH DIDDY (X3), AND LAND ON THE PALM TREE ABOVE FOR A WELL-PLAYED 20 TIME BONUS. THEN LEAP TO THE "G," DOWN ONTO THE KRITTER, AND EXIT.

KONG Collecting



JUMP ON THE HEAD OF THE KRITTER AT THE EXIT, THEN JUMP ONTO THE ROOF OF THE EXIT CAVE. LEAP ON THE TREETOPS AND HEAD LEFT. YOU CAN'T MISS THE "G" FLOATING ABOVE THE TREETOPS. THERE ARE EVEN FIVE BANANAS IF YOU CARTWHEEL JUMP LEFT, ONTO ANOTHER TREETOP! NOW EXIT.



Kongo Jungle Extra Area: Candy's Dance Studio

Chimp Checklist

Item	Notes
Camera Pieces	#8: CANDY'S SCENE; PART 1 OF 6 #9: CANDY'S PHOTO



Candy welcomes you to her dancing den with a plan to turn you into a dancing machine! Oblige her, as two Camera Pieces are up for grabs here!

Follow Candy's instructions and attempt to get as many

"performs" as possible during the song. If you're playing a two-player game, the button presses are randomly generated. If however, you're playing the game in one-player mode, the moves always follow the pattern shown below. Memorize it to win!



Camera Piece #8



REFER TO THE TRAINING SECTION TO LEARN THE NUANCES OF THE DANCE STUDIO. THE FIRST TIME YOUR DANCING GENERATES ENOUGH "HITS" AND "PERFECTS" TO GET YOUR CURSOR INTO THE FAR RIGHT BAR, OR "PERFECTION" ITSELF, YOU ARE AWARDED CAMERA PIECE #8—PART OF SIX PICTURES KNOWN AS CANDY'S SCENE. YOU ALSO RECEIVE A BLUE JUP BALLOON! IF YOU SCORED IN ANY OF THE BARS TO THE LEFT, YOU DON'T WIN ANYTHING.

Camera Piece #9



DON'T STOP THERE! KEEP PRACTICING THIS DANCE UNTIL YOU ACHIEVE A PERFECT RATING (ALTHOUGH YOU ARE ALLOWED ONE MISTAKE). WHEN YOU ACHIEVE THIS, CANDY AWARDS YOU WITH A PICTURE OF HERSELF! THIS IS WON AFTER YOU CLAIM YOUR "CANDY SCENE" PICTURE, BUT CAN BE CLAIMED ON ANY DANCE STUDIO STAGE. WE RECOMMEND YOU ATTEMPT THE DANCE HERE, AS THIS IS THE EASIEST DANCE TO PERFECT!

Kongo Jungle Boss Area: Very Gnawty's Lair

Threat Level: LOW
Preferred Kong: EITHER



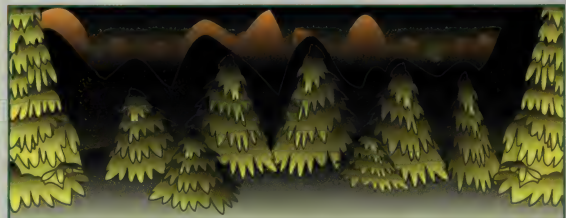
Head up from Candy's shack, and you see a giant pile of Bananas! What devious minion of K.Rool has stolen this treasure? The bug-eyed bouncing Very Gnawty, that's who! You enter his den filled with fruit and open a DK Barrel automatically.

Very Gnawty bounces low and short three times. Jump on his head during this time.

He then leaps high in the air while flashing red. Run the other way! When he lands, he tries jumping again, but a little faster and higher; don't get close to him.



Back away and then leap over him and land on his head. He jumps high and lands in one corner. Move to the opposite side. Now his jumps are faster, but they're still easy to leap over. Land on his head three more times.



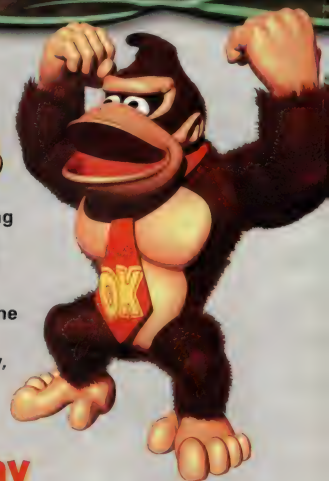
After five head bops, Very Gnawty faints, and a gigantic Banana falls from the roof. Cranky hobbles onscreen and takes care of the Banana. He then says you can't rest yet; there are the Monkey Mines to take care of! Onward!



Welcome to Monkey Mines



This sprawling system consists of mainly cave levels, finishing with a romp through a temple. All levels contain a Warp (the final series of levels to do so) and feature your first taste of a real challenge. You need pinpoint accuracy to complete the Mine Cart Carnage stage, quick and brave running to avoid the deadly RockKrocs in Stop & Go Station, and some cheeky leaping to dodge the Millstones of Millstone Mayhem. Finally, the differently colored versions of creatures you previously faced have the same attack pattern, but different timing.



Monkey Mines Area #1: Winky's Walkway

Simian Strategy

A short and simple stage introduces you to your frog friend Winky. His jumping is huge and imprecise, but he's vital for reaching the upper items contained in this zone, including a whole stack of Bananas normally out of your reach. Otherwise, this is a short, straightforward leap across rickety wooden walkways.



Creature Feature

Critter	Number
KRITTER (PURPLE)	4
NECKY (FLYING)	6
GNAWTY (TURQUOISE) DRUM	3
ZINGER (BLUE)	1

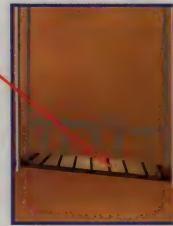
Preferred Kong: Donkey

Start





Bonus Level 10



Chimp Checklist

Item	Notes
ANIMAL FRIEND	WINKY
BONUS LEVELS	1
BARRELS	DK BARRELS: 2 WARP BARREL: YES
TOKENS	EXPRESSO



KONG Collecting



TROT RIGHT, ALONG THE RICKETY PLATFORM, AND ROLL THROUGH THE FIRST KRITTER. LEAP THROUGH THE ARC OF FOUR BANANAS, PASSING INTO THE "K" GOLDEN LETTER, AND THEN DROP AND LAND ON THE HOVERING NECKY.

Bounce off the Necky ahead, and continue pressing \Rightarrow to land on the diagonal wooden platform. Bound up it, taking the six Bananas, and stop at the top. Above you are two flying Neckies and a platform with a Winky crate between them.



Ignore the first Necky, and jump and bop the head of the right-hand Necky. As you hit it, move left, and land on the Winky crate. Mount that crazy frog!



Barrels-O-Fun: Warp!



DO YOU NEED TO LEAVE IN A HURRY? THEN FROM THE LEDGE WITH WINKY'S CRATE, MAKE A CARTWHEEL JUMP TO THE LEFT. AT THE SCREEN'S TOP IS AN INVISIBLE WARP BARREL. IT TAKES YOU TO THE FINAL RICKETY PLATFORM NEXT TO THE EXIT SIGN.

KONG Collecting



NOW BOUNCE OFF THE HIGH WINKY PLATFORM, FALLING LEFT TO DEMOLISH THE OTHER NECKY, AND THEN BOUNCE RIGHT, TAKING CARE OF AN INCOMING PURPLE KRITTER. AT THE WOODEN PLATFORM'S END, USE WINKY TO LEAP RIGHT, INTO THE "O" LETTER ABOVE THE SMALL PLATFORM WITH EIGHT BANANAS FLOATING ABOVE IT.



Fall from collecting the "O," which is available without Winky (try leaping and using Donkey Kong), collect the eight Bananas, then leap to the blue-lit platform and the Continue Barrel. Ideally, you should still have Winky with you.

Leap down to the DK Barrel, and dismount (\square) if you require a second Kong. Then boink the head of the incoming Gnawty. He's popped out of an evil drum, and these continue until you near the drum itself. Ignore the drum and continue to the right.

Bonus Level 10



ONCE OVER THE DRUM, LEAP RIGHT, ONTO A HIGH PLATFORM WITH A NECKY FLYING ABOVE IT. WAIT UNTIL THE NECKY HOVERS DOWNWARD, AND USE WINKY TO JUMP ONTO ITS HEAD (OR LEAP AT IT IF YOU AREN'T ON WINKY). TIME THIS RIGHT, AS YOU NEED WINKY FOR THE BONUS BARREL ABOVE. NEED AN EASIER WAY TO ENTER THE BARREL? IGNORE THE NECKY AND THREE BANANAS, AND SIMPLY JUMP FROM THE PLATFORM USING WINKY.



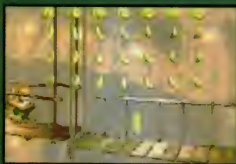
Now grab the DK Barrel, remove your secondary Kong from it, either by smashing it behind you, or at the first of two Kritters approaching from the right. If you ignored the barrel, roll through both Kritters with ease.



Bonus Level 10 (continued)

Collect the Prizes!

KONG Collecting KONG



YOU ENTER A LONG PLATFORM CONTAINING 21 BANANAS, 7 BANANA BUNCHES, AND A GOLDEN LETTER 'N' TO GRAB, ALL IN A MATTER OF SECONDS! RIDE WINKY ALONG, LEAPING AND COLLECTING ALL THE BANANAS AND THE LETTER. NO WINKY? THEN USE DONKEY KONG TO GRAB ALL THE SINGLE BANANAS (THE BUNCHES ARE OUT OF REACH). ONLY DIDDY? THEN YOU CAN ONLY GRAB SOME OF THE SINGLE BANANAS. RETURN HERE WITH DONKEY AND WINKY IF YOU'RE AFTER MORE BANANAS! EXIT TO THE RIGHT. YOU LAND NEXT TO A SECOND GNAWTY DRUM.



Once at the drum (if you missed the Bonus Level, the drum is at the right end of the platform you just landed on), leap right to the blue-lit ledge containing eight Bananas, and bounce to the right again, landing on the small wooden platform.

Either ignore the Necky or leap on it, then leap onto the long wooden platform. Above, a Zinger is circling an Espresso Token. To take it, leap with Winky as the Zinger passes under the Token (it's difficult to take this using the Kongs).

KONG Collecting KONG



HEAD OFF THIS PLATFORM, BOUNCING ON A NECKY, AND UP AND INTO YOUR FINAL GOLDEN LETTER. WITH THE 'G' SPELLING OUT KONG, YOU CAN LAND ON THE FINAL SERIES OF RICKETY PLATFORMS, AND BOUNCE ON THE GNAWTIES BEING EXHUMED FROM THE FINAL EVIL DRUM.



Now exit this level. Leap the final drum, over the gap, and bounce up the diagonal platform grabbing the final six Bananas, and out of this stage. Ideally, both monkeys and Winky should make it out together!

Winky's Walkway: Plan of DK Attack

"S" Ranking Difficulty: HARD
Preferred Kong: EITHER
High Score to Beat: 196,790
Bonus Level 10: ENTER (WITH WINKY ONLY)



BOP THE HEAD OF THE KRITTER AND LAND ON THE NECKY BEFORE TAKING THE 'K'. AS YOU FALL, TAKE THE DK BARREL AND SMASH IT TO THE LEFT OF YOU SO YOU CAN ROLL (OR JUMP ON) THE TWO KRITTERS (X2 MULTIPLIER).



DON'T FORGET WINKY! JUMP ON THE SECOND NECKY, SMASH THE BOX, THEN CONTINUE THE JUMP LEFT ONTO THE FIRST NECKY BEFORE HALTING ON THE LEDGE ITSELF. DROP DOWN WITH YOUR FROG TO TAKE OUT THE KRITTER AND GRAB THE 'O'.



AT THE CONTINUE BARREL, LEAP AGAIN FOR A 20 TIME BONUS. LEAP ON THE DRUM AND JUMP UP FOR ANOTHER 20 TIME BONUS. IF YOU MUST ENTER THE FIRST BONUS LEVEL (IT CONTAINS ONLY LIMITED EXTRA POINTS: BANANAS AND THE 'N'), TAKE WINKY WITH YOU.



AS YOU DROP OUT OF THE BONUS LEVEL, LEAP ON THE DRUM TO THE LEFT, AND JUMP UP FOR ANOTHER 20 TIME BONUS. IF YOU CAN TIME IT WITHOUT BEING STRUCK, BOUNCE ON THE NECKY AND INTO THE EXPRESSO TOKEN.



NEAR THE EXIT, LAND ON THE NECKY, BOUNCE UP THROUGH THE GNAWTIES (DON'T WORRY THAT WINKY ISN'T GIVING YOU A MULTIPLIER), AND LAND ON THE DRUM. LEAP UP FOR YET ANOTHER 20 TIME BONUS. YOU HAVE AT LEAST 1:40 ON THE CLOCK BY NOW!



TO GAIN OUR AWESOME POINTS TOTAL, YOU MUST BE AS FAST AS POSSIBLE, TAKE ALL THE 20 TIME BONUSES IN THE LEVEL, AND BRING BOTH KONGS AND WINKY OUT OF THE EXIT!



Monkey Mines Extra Area: Cranky's Cabin

Your path to the mines can be interrupted by a visit to Cranky Kong, who's set up his hut nearby. He offers advice when you need it. Come back here if you need information, especially when you've found all the Bonus Levels and want to find remaining Camera Pieces!



Monkey Mines Area #2: Mine Cart Carnage

Simian Strategy

Aside from the hidden Warp Barrel that rests invisibly underneath a Camera Piece at the start, many other areas of fearful jumping are to be had during this race through an abandoned mine. Pressing **→** and holding **△** quickens your leaps, so hold back on certain jumps. Leap every Krash that trundles your way, and spend some time making your jumps perfect, or you'll be knocked off the track into the inky darkness below.

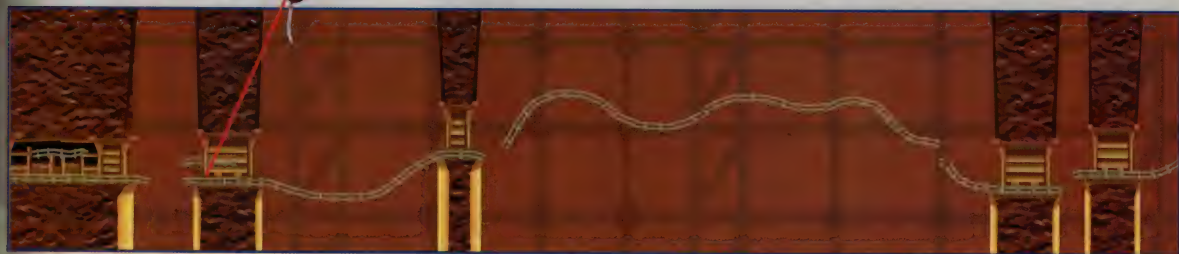


Creature Feature

Critter	Number
KRASH	-----9

Preferred Kong: Either

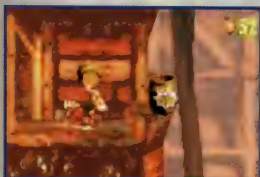




EXIT

Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1
BONUS LEVELS	NONE
BARRELS	DK BARRELS: 2 WARP BARREL: YES
CAMERA PIECES	#11: A WARPED HIDING PLACE
TOKENS	ENGUARDE



precarious journey along a broken-down track. You must leap the gaps, but you don't need to "run" (hold **B**). However, press **⇨** most of the time so you don't undershoot a jump.



Camera Piece #11



BEFORE YOU GALLIVANT THROUGH THIS MINE, LEAP OVER THE CANNON BARREL AND FALL DOWN THE GAP NEXT TO THE SIDE OF THE SHAFT YOU WERE JUST STANDING ON—YOU'LL FALL THROUGH CAMERA PIECE #11 (ADDING THE MINE PICTURE ON PAGE 9 OF YOUR ALBUM).

Barrels-O-Fun: Warp!

IF YOU KEEP LEFT WHEN YOU FALL, YOU LAND IN A WARP BARREL THAT TRANSPORTS YOU TO THE END OF THIS STAGE! THIS IS PERFECT IF YOU'RE HAVING TROUBLE FINISHING IT; YOU LAND ON THE LAST PIECE OF TRACK, WITH ONLY ONE KRASH BETWEEN YOU AND THE EXIT.



Once you're on the track (and haven't warped), ride the cart through five Bananas and down the track. You zoom past a mine support and eight Bananas. Collect them all in a quick jump.

A break in the track is coming up; just drop down without touching your d-pad or buttons. You pass through the three Bananas. You optionally can try a short jump (don't hold ⇨) as you fall.

KONG Collecting KONG

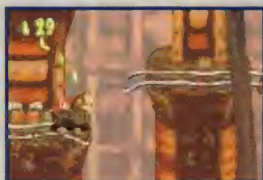


THE TRACK SLOPES UPWARD, FLATTENS, AND IMMEDIATELY BREAKS WITH A GAP TO LEAP. FORTUNATELY, THERE'S A "K" LETTER HERE TO GRAB. JUMP JUST BEFORE THE TRACK RUNS OUT, INTO THE LETTER, AND LAND ON THE TRACK CONTINUATION.



The track immediately slopes upward—you're on your way to a long, fast downhill stretch! Watch the track as you head over the hump, ride the track down to the gap, and simply leap it.

After you land, you see three Bananas floating in an arch; jump through them and land on the upper track as the lower one ends with an embarrassing pit plummet! Ride the course along and down slightly and over another gap (take two Bananas as you leap it).



Immediately after the two-Banana gap is another one with three Bananas to claim. Take these, then jump your cart onto the upper track before the course ends. Ride the new track down a steep slope.

Leap the gap at the bottom of the slope onto the series of "stepped" supports, taking the three Bananas and leaping again to the top of the screen. Immediately jump before the track slopes down and breaks.

KONG Collecting KONG



JUMP AS THE TRACK SLOPES DOWN, BEFORE THE GAP APPEARS. YOU CAN BOUNCE OVER THE GAP, ONTO THE TRACK BELOW, WITHOUT JUMPING, BUT YOU WON'T HAVE THE HEIGHT TO CLAIM THE "O" LETTER. JUMP FROM HERE TO GRAB IT!



You pick up speed as you hurtle up the track, over and into a steep drop with an immediate lack of track. Jump early to land on the continuation, or jump at the last second to grab the Banana Bunch. This isn't necessary, but does prove your skills!

After a dip, the track breaks as it rises upward again. Leap the gap just before it appears so you fly far enough to land on the continuation. Zoom past another support, this one with three Bananas to pass through.



As the track drops down, there's a gap to leap over. However, don't try this at the gap's edge or you'll fly over the small piece of track containing the Enguarde Token. Instead, jump just as the track slopes downward.

You fall the rest of the way to the track at the level's base and trundle toward an arc of five Bananas. Leap up these to the upper track, and smash the Continue Barrel and the DK Barrel. If you stay on the lower track, you'll miss both these, so even if you miss the Bananas, jump onto the top track!



The rest of this stage is tricky. Ride the track up to a broken cart blocking your path. Leap just before you reach it so you fly over the cart, over the gap, and onto the lower track area.

The track undulates; as it heads down, jump over the broken cart and through three Bananas, then continue and leap over another gap (collect two Bananas), and a second one (two more Bananas). Leap at the track's edge to ensure that you cover enough distance.



KONG Collecting KONG



AT THE TRACK'S PEAK YOU ENCOUNTER ANOTHER BROKEN CART: LEAP IT WHEN YOU HIT FLAT GROUND, THEN PREPARE FOR A STEEP SLOPE ENDING IN ANOTHER CART. LEAP SLIGHTLY EARLIER THAN USUAL, PASSING THROUGH THE THREE BANANAS AND LANDING ON THE EDGE OF THE TRACK SECTION WITH THE "N" ON IT.



Quickly time a final leap over another broken cart, through three more Bananas, and land on a straight piece of track. Leap for the short upper track to avoid your first Krash; a cheeky purple Kritter riding a cart at you! Collect the three Bananas, then jump and pass into the floating Banana Bunch.

When you land from taking the Banana Bunch, jump over the gap. Jump late and you'll land on the top track, taking three Bananas before landing. Do this early enough and you'll fall onto the lower track, passing through a 1Up Balloon (after which you can claim the final Banana by jumping).



As you land from the upper track area, jump as the track descends; avoid the Krash. The track ends with a gap to a steep rising track. Leap to this without delay.

Ride over the hump, and at the peak, jump over the incoming Krash, and ride over the smaller hump, jumping another Krash at the second peak. Leap early enough, or your mine cart ride gets rudely interrupted!



Ride the track down, over the gap (you don't need to jump), and past the wooden support. Jump the gap to a track above; when you land, leap again so a Krash doesn't strike you. Immediately jump twice.

KONG Collecting



RIDE THE TRACK UPWARD, PAST A SUPPORT WITH THREE BANANAS IN FRONT OF IT, AND LEAP LATE, PASSING THROUGH A "G" LETTER AND LANDING ON THE OTHER SIDE OF A GAP AND A BROKEN CART.



After a small slope down, leap a gap (taking the two Bananas above you), over another quick gap (two more Bananas), to a small slope. Leap through the five-Banana arc to a sloping track area.

Jump early, before you hit the five-Banana arc, or you'll drop through the sloping track completely. Jump without pressing \Rightarrow for best results. When you hit the descending track, leap again to the flat area.



Over another support, jump a gap to a track ascension and you encounter another Krash at the top. Leap just before you reach the track's peak.

When you land from leaping the Krash, leap again to the small diagonal track section, wait until you land, then leap again through two Bananas. Jump early enough to land on the downward diagonal track—don't overshoot and fall!



The moment you land on the diagonal track, leap again over the gap, up the track and through three Bananas, then past a support strut. There's a long ramp downward. Leap two Krashes on the way to another strut.

NOTE

IF YOU'RE CARRYING TWO KONGS IN THE MINE CART AND IT STRIKES A KRASH OR BLOCKING CART ON THE TRACK, THE ACTION FREEZES AS YOU SWITCH MONKEYS. DON'T PRESS ANY CONTROLS UNTIL THE KONG LANDS IN THE CART AND YOU CAN CONTINUE (OR YOUR "BACK-UP" CHIMP WILL FALL IN FRONT OF THE MINE CART).

Leap the easy gap, the small track section, and leap the next gap. When you land, leap over a mine cart that's blocking your path. You land on a piece of track below, with another cart blocking it. Jump as soon as possible, up to a final track with a mine cart. Instant leaping is required.



After the last mine cart, you land on a long exit piece of track with the red arrow exit sign. The track undulates slightly twice, then a final Krash appears. Leap it and skedaddle out of this mine mayhem!



Mine Cart Carnage: Plan of DK Attack

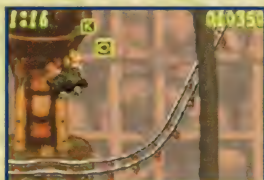
"S" Ranking Difficulty: HARD
Preferred Kong: EITHER
High Score to Beat: 151,760



DON'T TRY TO FINISH THIS WITH THE WARP—YOU NEED MORE POINTS THAN THAT TO GAIN AN "S" RANKING! AS THE MINE CART BEGINS TO MOVE, FOLLOW THE TRACK AS YOU WOULD IN THE NORMAL GAME. THE FIRST DOWNHILL STRETCH HOLDS A 5 TIME BONUS.



THERE'S A SECOND 5 TIME BONUS AT THE TOP OF THE HUMP AFTER YOU COLLECT THE "K." IGNORE THE NEXT BANANA ARC AND STAY ON THE BOTTOM TRACK UNTIL THE VERY LAST MOMENT TO CATCH THE 20 TIME BONUS BEFORE LEAPING UP.



THE NEXT 10 SECONDS OF TRACK ARE THE SAME AS NORMAL. HOWEVER, WHEN YOU REACH THE "O," DROP DOWN THE GAP TO

COLLECT A 5 TIME BONUS, AND THEN JUMP FOR THE "O." YOU'LL HAVE AROUND 1:12 ON THE CLOCK.



DON'T GRAB THE ARC OF BANANAS WHEN YOU REACH THE CONTINUE AND DK BARRELS—STAY ON THE LOWER COURSE FOR ANOTHER 20 TIME BONUS. DEAL WITH THE CONTINUATION OF THE TRACK UP TO THE NEXT KRASH AS USUAL.



LEAP EARLY FOR THE 1UP BALLOON—ANOTHER 20 TIME

BONUS IS WAITING FOR YOU. THIS MEANS YOU COULD HAVE A TIME OF 1:47 WHEN YOU REACH THE BALLOON! NOW WATCH FOR THE 5 TIME BONUS BEFORE THE STEP AND KRASH.



TAKE THE REST OF THE COURSE, EXCEPT FOR A 20 TIME BONUS FLOATING ABOVE THE TRACK JUST BEFORE THE LAST WOODEN SUPPORTS, AS USUAL. IN FACT, THE 5 TIME BONUSES NEAR THE BROKEN CARTS MAKE JUMPING THEM A LITTLE EASIER. IT'S POSSIBLE TO BEAT THIS WITH MORE THAN 2:00 REMAINING!

Monkey Mines Area #3: Bouncy Bonanza

Simian Strategy

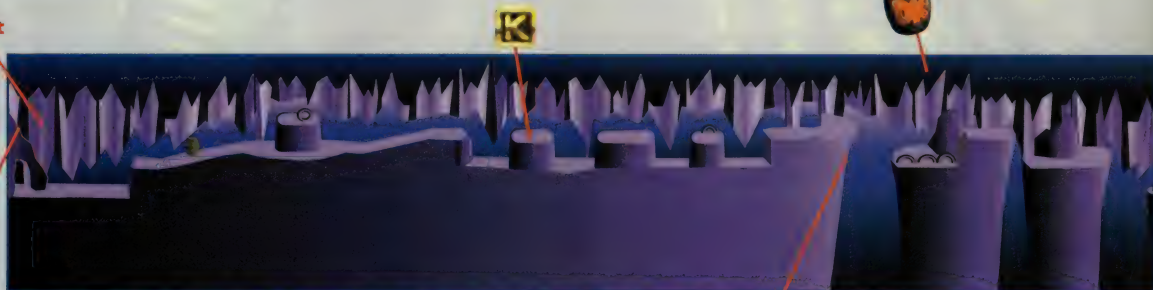
One of the longest cave explorations in the game, Bouncy Bonanza features two separate routes through the middle of the stage, three Bonus Levels, and some scary Zingers that circle about—watch their path from afar and avoid them accordingly. That is, until you locate Winky in the second Bonus Room. With some deft leaping, you can bash the otherwise lethal Zingers toward the end of the level where moving platforms and bees must be negotiated.

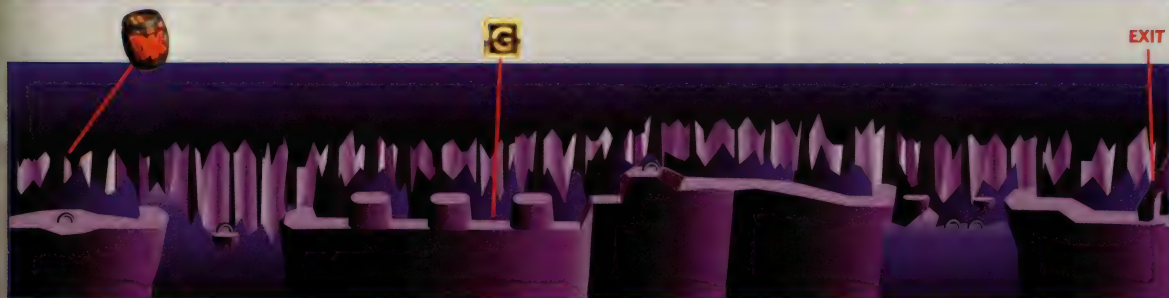
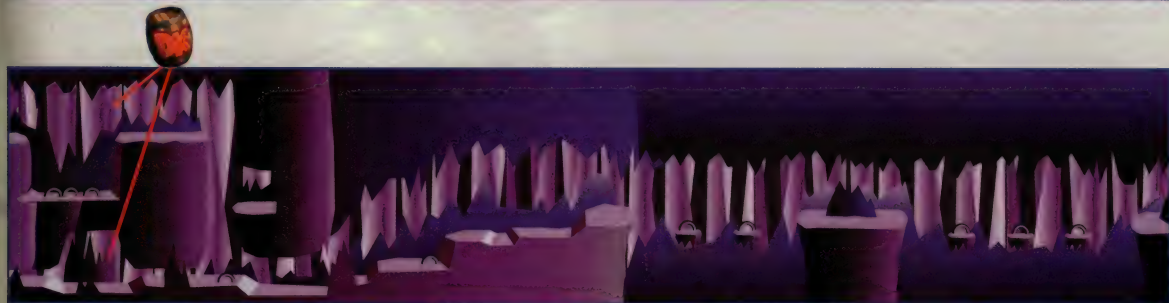
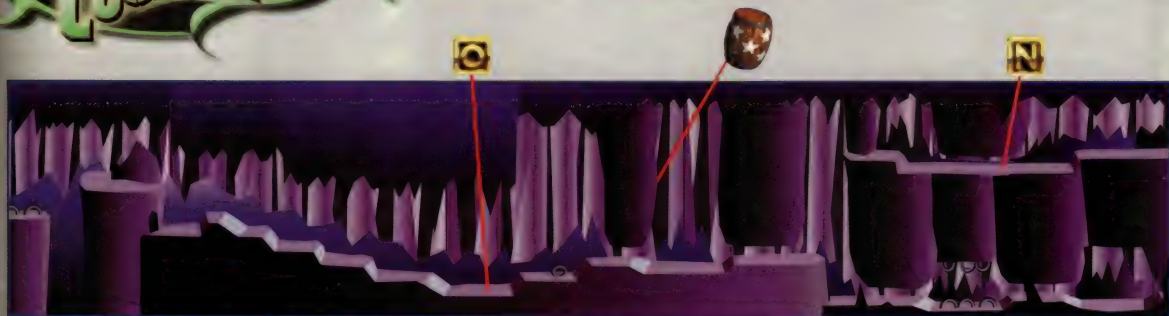
Preferred Kong: Diddy



Creature Feature

Critter	Number
KRITTER (OLIVE)	-----2
KRITTER (GRAY)	-----11
ZINGER (GREEN)	-----14
ZINGER (YELLOW)	-----2





Bonus Level 11



Bonus Level 12



Bonus Level 13



Chimp Checklist

Item	Notes
ANIMAL FRIEND	WINKY
BALLOONS	RED: 1
BONUS LEVELS	3
BARRELS	DK BARRELS: 4 WARP BARREL: YES WOODEN BARRELS: 2
CAMERA PIECES	NONE
TOKENS	RAMBI WINKY (BONUS LEVEL 12)



Take control of your preferred monkey (Diddy is easier to control and can carry barrels within these caves, although Donkey can ram an incoming Zinger with a barrel without precise leaping), and Cartwheel him through the three Bananas and into a Kritter. Now leap up onto the higher path.

Grab the Wooden Barrel as the path continues, and carry it to a short ledge with a Zinger flying back and forth over it. Use the barrel to hit the Zinger, then hop onto the ledge and push the tire left.



Roll the tire down the path, back to the cave entrance. When it reaches this point, jump onto your mobile trampoline, and leap onto the area above the cave (or, Cartwheel then jump from the path to the right, heading left, onto the top of the cave mouth). Find a hidden Rambi token up here!



Ignore or dispatch the Kritter leaping on the other side of the ledge with the "K." Now run to a meeting with a Zinger who's floating around a tire. As it flies right, drop down and grab the three Bananas, then leap onto the tire, bounce over the Zinger, drop into the second pit to collect three more Bananas, and continue.

There's a Wooden Barrel near a cliff edge, and an arc of five Bananas to drop through onto a three-tire trampoline. If you're lacking a Kong cohort, bounce off the tires, place the Wooden Barrel carefully (↓ and Ⓢ), then smash the DK Barrel before picking the Wooden Barrel back up.



KONG Collecting KONG



SCAMPER BACK UP THE PATHWAY, THROUGH FIVE BANANAS, AND ROLL THROUGH A KRITTER LEAPING LEFT AND RIGHT ACROSS A GAP. EITHER ROLL AS HE LANDS OR JUMP. SCURRY ON THE PATH IN THE FOREGROUND. THEN LEAP UP ONTO THE SMALL LEDGE, THROUGH THREE BANANAS, AND GRAB THE "K" LETTER.

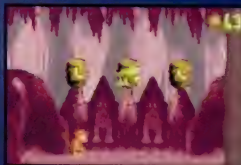
Bonus Level 11



JUST TO THE RIGHT OF THE DK BARREL ARE TWO YELLOW ZINGERS. DON'T USE THE BARRELS TO TAKE OUT THE ZINGER. USE DIDDY (BECAUSE DONKEY HOLDS THE BARREL ABOVE HIS HEAD, MAKING IT EASY FOR THE ENEMY TO HIT IT; DIDDY HOLDS THE BARREL CLOSE TO HIS CHEST). DROP UNDER THE TWO ZINGERS, AND OPEN THE HIDDEN ENTRANCE IN THE RIGHT WALL OF THE PIT THE ZINGERS ARE FLOATING ABOVE.

Stop the Barrel!

THREE BARRELS EACH HAVE A SERIES OF ITEMS FLASHING INSIDE THEM, IN THE ORDER OF BANANA, 1UP BALLOON, WINKY TOKEN, AND BANANA. TO OBTAIN THE CHOSEN ITEM, LEAP INTO ONE BARREL AT A TIME AND STOP ALL THREE ON THE SAME ITEM. TO ACCOMPLISH THIS, BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE ITEM APPEAR THAT IS BEFORE THE ONE YOU ACTUALLY WANT ISO FOR THE WINKY TOKEN, LEAP AS YOU SEE THE 1UP BALLOON THAT APPEARS BEFORE THE WINKY TOKEN. WHEN YOU FINISH, YOU APPEAR OUT OF A WALL AND CAN LAND ON A SERIES OF KRITTERS ON THE STEPS WITH THE BANANAS ON THEM. RETRACE YOUR STEPS TO TRY THIS BONUS LEVEL AGAIN.



Barrels-O-Fun: Warp!



NEED OUTTA HERE? THEN STAY ON THE THREE TIRES UNDERNEATH THE DK BARREL FLOATING ABOVE YOU, AND BOUNCE LEFT, FALLING DOWN THE BOTTOMLESS GAP RIGHT NEXT TO THE LEFT CLIFF-FACE. YOU FALL INTO AN INVISIBLE WARP BARREL THAT DEPOSITS YOU NEXT TO THE EXIT SIGN!



If you missed this Bonus Level, there's a little way to go before you reach the exit (which can be accessed only via the Bonus Level). Jump over the two Zingers, ignore the Bonus Level entrance, and leap the gap onto two tires.

Bounce up on the tires to claim six high-floating Bananas, and bounce right, onto firmer ground. After a short rock ledge, use your preferred Kong to leap onto the jumping Kritter (you can land on his head, jump across to a second Kritter, and continue).

KONG Collecting KONG



THIS IS THE AREA WHERE YOU EXIT THE BONUS LEVEL, AND WITH BOTH KRITTERS DISPATCHED, COLLECT THE SIX BANANAS (THREE SETS OF TWO ON THE STONE STEPS), AND AT THE BASE OF THE STEPS, RUN DIRECTLY INTO THE "O" LETTER BEFORE THE ZINGER GUARDING IT FLIES INTO YOUR PATH.



Scamper past the Zinger and up the slope, and when you reach the exposed tire, push it under the gap in the low ceiling to an alcove where the Continue Barrel floats high above. You need the tire to smash the Continue Barrel.

Now continue to push the tire through the alcove exit. Try gentle taps, as you want the tire to stop and not fall down the gap. If you're quick, you can push the tire directly onto the short brown rock platform without waiting. Otherwise, time your push carefully.



Now you can select two different paths through the midsection of this level; the upper route is preferable, and is covered first. Leap on the tire on the tiny rock platform (don't land to the side or you'll push the tire off!), and ride the platform upward.



Head right, up a step, roll through the annoying Kritter, and leap into a DK Barrel. There are two lines of four Bananas to take, and tires to bounce up from the bottom of the pit. Bound right, then roll through another Kritter before it lands on you. You're now near the entrance to the second Bonus Level on this stage.

Did you lose the tire or fall down from the first rock platform? If so, you can't collect the "N" Letter. Crawl under the low tunnel ceiling, through the tire tunnel (nabbing those five Bananas), and move into the tiny alcove as the Zinger flies back, away from you.



As the Zinger passes left of you, jump to collect the three Bananas, then continue your tunnel crawl. Another alcove appears; this time, crawl just as the first of the Zingers flies backward,

KONG Collecting KONG



LEAP THROUGH THE THREE BANANAS, AND THROUGH THE VERTICAL SECTION OF WALL INTO A SECRET UPPER PATH. WAIT FOR THE ZINGER TO FLY BACKWARD, THEN RUN THROUGH THE LOW-CEILING TUNNEL AND CLAIM YOUR THIRD KONG LETTER. THIS IS ONLY AVAILABLE ALONG THE TOP ROUTE.

Bonus Level 12

THE SECOND BONUS LEVEL ON THIS STAGE IS A SIMPLE JUMP AWAY! FROM THE TOP PATH, DROP DOWN THE GAP, BUT PRESS **DOWN** TO ENSURE THAT YOU LAND ON A RIGHT LEDGE. IF YOU MISS THIS, OR ARE MOVING FROM THE LOWER PATH, BOUNCE UP USING THE TIRE. GRAB THE THREE BANANAS AND ENTER.



Smash Winky's Crate!



ENTER THIS SMALL ROOM, BREAK OPEN THE CRATE, AND RIDE WINKY OUT OF THERE! HE CAN HELP YOU REDUCE THE ZINGER POPULATION (ALTHOUGH YOU MUST BE COMPLETELY PERFECT WITH YOUR JUMPING!), AND HE ALLOWS YOU TO ATTEMPT HUGE JUMPS. EXIT, AND YOU APPEAR AT THE ROOM'S ENTRANCE.

leap for the DK Barrel when both Zingers are to the side of you, then exit as they fly upward. You've now reached the second Bonus Level.



Drop to the lower path and follow it past the tire, through five Bananas, up a step with another two bananas, and into an open cavern. Use the tire to bounce up and land on the Kritter's head. Then continue forward (ideally with Winky), leap high, and land on the heads of both gray Kritters guarding the small three-Banana pit. Time the jump just as the Kritters start their leap.

Well-timed speed is the easiest way to survive with Winky; leap the gap at the path's end, and aim at the space in the middle of the two "islands" with tires on them. This is where the Zinger stops, and Winky can demolish it. Bounce and land on the second tire, collect the three Bananas, then leap to firm ground to the right.



If you're without Winky, jump to the first tire island as the Zinger flies right, press **DOWN** so you don't bounce into the Zinger, then leap right as it passes overhead, and bounce to firm ground. Now continue to the next Zinger-infested tire island area.

Leap at once, again aiming for the middle area between the tires, and you'll tag both Zingers in a double bounce. Collect the three Bananas, bounce to the right tire, and onto the firm ground. Without Winky? Then jump as the first Zinger flies right. Duck, jump as the second Zinger flies right, land on the second tire, and duck and leap as the second Zinger passes to the left.

TIP

DID YOU LOSE WINKY? DON'T LOSE HOPE! STEER YOUR KONGS OUT OF THE FALL, LAND ON THE TIRE ISLAND, AND AS YOU'VE THREE SECONDS OF INVINCIBILITY, IGNORE THE ZINGERS AND JUMP TO FIRM GROUND. THIS PLAN WORKS WHEN YOU LOSE A KONG, TOO!



The first couple of times through this area, you may already have lost Winky and a gorilla chum—so the tire with the DK Barrel is a relief. Don't bounce yet though—wait for the Zinger to pass under it, flying left. Winky can demolish this Zinger if you leap as the Zinger flies right—land on it at the Zinger's lowest flight point below the barrel.

There's another crazy tire island with Zinger guards to overcome. Without Winky, leap as both Zingers fly outward to the sides, and immediately leap again, through the five Bananas, pressing \rightarrow , and land on the other side. With Winky, time the jump as the Zingers fly

to the middle; bop both of them, land on the tire island, and escape!

KONG Collecting



TROT UP THE SMALL STEP TO A SERIES OF THREE PITS, EACH GUARDED BY A JUMPING KRITTER. WITH SKILL AND TIMING YOU CAN BOP THE REMAINING TWO KRITTERS IN ONE JUMP. LEAP AS THE KRITTER IS ABOUT TO JUMP YOUR WAY, UNDER THE MIDDLE KRITTER IS THE LETTER "G" AND THE EXIT ARROW SIGN.

TIP

IT IS EASIER TO DISPATCH THE LEAPING LIZARDS BEFORE DROPPING DOWN TO TAKE THE "G"; IF YOU DON'T, IT'S DIFFICULT TO EMERGE FROM THE SMALL PIT.



There's a small area of this cavern to explore before you can escape. At the step's top is another tire. Carefully roll it to the right, avoiding the Zinger (push it in short bursts). Got Winky? Then bop the Zinger and ignore the tire.

At the path's end is a gap with a rock island floating above. Push the tire onto the island with a small amount of force (too much and the tire rolls off the island), but not too little (or the tire rolls backward off

Bonus Level 13

GOT WINKY? LEAP FROM THE GAP, STRAIGHT INTO THE FLOATING BONUS BARREL ABOVE THE ROCK ISLAND. IGNORE THOSE THREE BANANAS. WITHOUT WINKY? THEN BOUNCE ON THE TIRE, AND WHEN THE ISLAND REACHES THE MIDDLE OF THE GAP, BOUNCE STRAIGHT UP AND INTO THE BARREL.



Collect the Bananas!



AROUND TO COLLECT THE REMAINING FRUIT, THEN DROP AND LEAVE. IF YOU MISS BANANAS, STEER TO THE MIDDLE OF THE SCREEN TO ENTER THE BARREL AGAIN. YOU EMERGE NEXT TO THE EXIT.

IN THIS KOOKY BONUS LEVEL, YOU'RE IN A ROTATING BARREL CANNON. BLAST OUT OF IT WHEN IT POINTS UPWARD (FIRE JUST AS THE CANNON FINISHES POINTING AT "TEN O'CLOCK") THROUGH THE LINE OF FIVE BANANAS. ABOVE ARE TWO FLOATING TIRES AND ANOTHER 25 BANANAS. STEER LEFT OR RIGHT, LAND ON A TIRE, BOUNCE

the island). Time this badly, and you simply push the tire off-screen!



Whether or not you entered the final Bonus Level, the

exit is in the cave entrance. Remember, with Winky, you can reenter this Bonus Level easily by leaping left, into the gap you were just crossing, and aim for the Bonus Barrel again. When you're tired of Bananas, head right, into the exit.

Bouncy Bonanza: Plan of DK Attack

"S" Ranking Difficulty: NORMAL
Preferred Kong: DONKEY
High Score to Beat: 183,620
Bonus Level 11: IGNORE
Bonus Level 12: ENTER
Bonus Level 13: IGNORE



BOUNCE ON THE FIRST KRITTER, PICK UP THE BARREL, RAM IT INTO THE ZINGER, JUMP TO THE TIRE LEDGE FOR A 5 TIME BONUS, THEN LEAP ONTO THE KRITTER'S HEAD, INTO THE "K," INTO THE OTHER KRITTER, AND IGNORE THE ZINGER GUARDING THOSE SIX BANANAS.

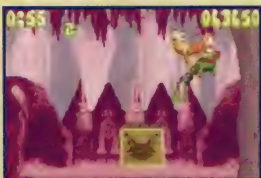


IGNORE THE FIRST BONUS LEVEL AND ZOOM PAST THE ZINGERS WITH YOUR APE CHUM IN TOW (USE A BARREL TO TAKE ONE OUT FOR POINTS). JUMP DOWN AND LAND ON THE KRITTER'S HEAD AND THEN THE SECOND ONE AT THE BANANA STEPS. THEN RUN STRAIGHT UNDER THE ZINGER AND INTO THE "O." BOUNCE ON THE TIRE BEFORE MOVING IT, GRABBING A 20 BONUS TIME UP ABOVE.

Bouncy Bonanza: Plan of DK Attack (continued)



00:52 0078.7
THEN SHIFT THE TIRE PAST THE CONTINUE BARREL (DON'T SMASH IT), AND ONTO THE PLATFORM. RIDE IT UP, INTO THE UPPER LEDGE AREA, AND INTO A 15 TIME BONUS. YOU CAN GRAB THE "N" WITH AROUND 1:15 ON THE CLOCK! ROLL THROUGH EACH KRITTER BEFORE LANDING ON THE LEDGE TO WINKY'S BONUS LEVEL.



00:55 0136.50
GET AND RIDE THE FROG! IN FACT, JUMP FOR THE 5 TIME BONUS ABOVE THE CRATE, EXIT, REENTER THE ROOM, AND QUICKLY EXIT AFTER TAKING THE 5 TIME BONUS AGAIN, AND YOU CAN ADD AROUND TWO SECONDS EACH TIME. REPEAT THIS UNTIL YOU'RE BORED!



00:52 0506.00
USING WINKY ON THE ZINGERS FAR OUTWEIGHS THE LACK OF MULTIPLIERS FOR TAKING OUT KRITTERS. FOLLOW THE INSTRUCTIONS IN THE MAIN WALKTHROUGH FOR TIMING WINKY'S ATTACKS ON THE ZINGERS OVER THE TIRE ISLANDS.



00:59 0658.60
IGNORE THE ZINGER AT THE DK BARREL, BUT TAKE OUT ALL KRITTERS—TWO 5 TIME BONUSES AND THE "G" LETTER ARE IN THE PITS UNDER THEM. IGNORE THE FINAL BONUS LEVEL; IT TAKES TOO LONG TO FINISH. LEAP THE PLATFORM AND EXIT!

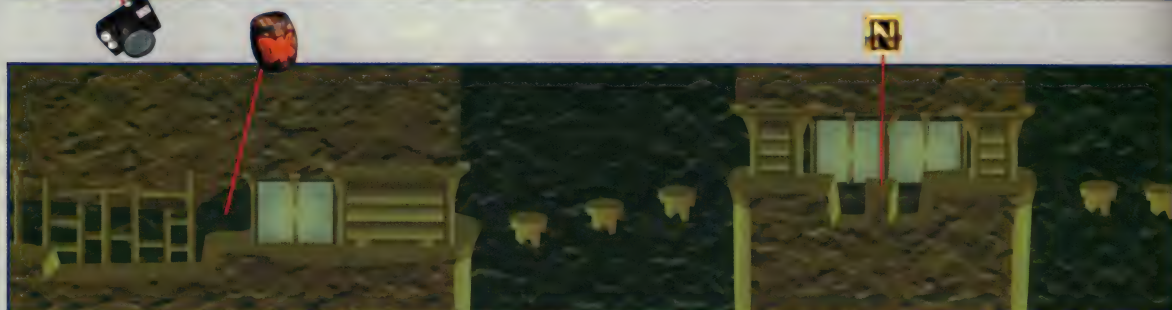
Monkey Mines Area #4: Stop & Go Station Simian Strategy

A bizarre and initially frightening level, this features dozens of invincible RockKrocs. The only way to avoid them is by running past them after changing the lights from green to red via Stop & Go Barrels. RockKrocs never jump—they only race left and right, and they only appear on this stage. Start running as soon as you switch the lights to red, or you'll be caught next to a waking RockKroc as the barrels change from STOP to GO.



Preferred Kong: Diddy





Bonus Level 14



Creature Feature

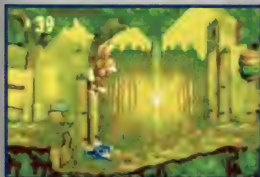
Critter	Number
KLAP-TRAP (TURQUOISE)	--16
ROCKKROC	-----28

Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BONUS LEVELS	2
BARRELS	DK BARRELS: 3 WARP BARREL: YES WOODEN BARRELS: 1
CAMERA PIECES	#12: KLAP-TRAP SLAP #13: MINE THE GAP
TOKENS	EXPRESSO WINKY (BONUS LEVEL 15)

Barrels-o-Fun: Warp!

BEFORE YOU TAKE ONE STEP FORWARD, HEAD BACK TO THE ENTRANCE. AN INVISIBLE WARP BARREL IS HIDDEN BEHIND THE ENTRANCE STRUT! YOU GET TRANSPORTED TO THE LEVEL'S END, NEEDING ONLY TO LEAP OVER THE LAST 11 FAST-MOVING ROCKKROCS BEFORE JUMPING A STEP AND FLEEING THIS SCARY PLACE! NEED HELP TIMING YOUR LEAPS NEAR THE EXIT? THEN READ ON.



Run forward and leap on the head of the tiny croc (known as a Klap-Trap) that's waddling at you. Pass through the two Bananas on your way down to tag it. Then head right.



Camera Piece #12



OBTAIN YOUR NEXT CAMERA PIECE BY CONTROLLING DONKEY KONG. SLAP THE GROUND NEAR AN INCOMING Klap-Trap. IT CAN BE ANY Klap-Trap. ON ANY LEVEL—THIS IS SIMPLY THE FIRST OPPORTUNITY! AND IT IS DISPATCHED, RELEASING A CAMERA PIECE! YOUR ALBUM FILLS UP WITH A PICTURE OF A Klap-Trap ON PAGE 1.



Run along the passage, and leap through a Stop & Go Barrel. This changes the lighting in the level from green to red. Run past the RockKroc, up a shallow step, jump into your first DK Barrel, and hit a second Stop & Go Barrel at the foot of the stepped ground.



NOTE

ROCKKROCS ARE INVINCIBLE AND VERY FAST (BUT DON'T JUMP). THEY CAN BE AVOIDED, NOT DISPATCHED, SO KEEP MOVING IN THE GREEN LIGHT, AND FIND A STOP & GO BARREL WHEN THE LIGHTS TURN RED! KEEP MOVING EVEN IF THE LIGHTS ARE ABOUT TO CHANGE, AS YOU USUALLY CAN REACH A STOP & GO BARREL BEFORE A ROCKKROC CAN ATTACK.



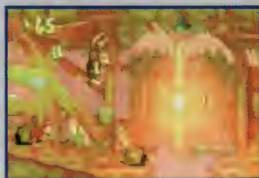
SLEEPING ROCKKROC—GO, GO, GO!



MOVING ROCKKROC—WHOA, WHOA, WHOA!



Now quickly race up the stepped ground, making three leaps to the top, then leap again and pass through three floating Bananas, and land on a Klap-Trap. It's easier to use Diddy, as he jumps farther.



This chills out the two RockKrocs on the other side of the gap. Jump through the four Bananas, passing the RockKrocs, and hurdle the next gap. Now in green light, leap through the three Bananas, and land on another Klap-Trap.

After you strike the Klap-Trap, make the jump count; use it to sail into the Stop & Go Barrel above the edge. This quiets the RockKroc on a small rock island. Leap to the island and straight over to the other side.



Jump into another Stop & Go Barrel, and as you descend, hit a Klap-Trap, bounce again, and hit a

second one. Diddy can do this without hitting the ground! Then scamper to the edge of another bottomless drop.

If you didn't pause, you can leap the gap, run past two RockKrocs and over another small gap with a Stop & Go Barrel above it. If you paused, return to the previous Stop & Go Barrel. Now head to the edge of the walkway with the moving rock island ahead.



Without pausing from your previous gap leap, land on the RockKroc's island, ride it up for a half a second, and then leap left. Grab the Espresso Token stowed high above the walkway below. Then leap the gap to the left (with the Stop & Go Barrel above it), and return to the island. Land on it, and leap to the other side.



Camera Piece #13



PASS THROUGH THE DK BARREL ON THE HIGH LEDGE, CLICK THE STOP & GO BARREL, AND LEAP ANOTHER GAP. THERE'S A CAMERA PIECE BELOW! LAND ON THE Klap-Trap, THEN CARTWHEEL ROLL LEFT, INTO THE CAMERA PIECE. THE SECOND YOU TAKE THE CAMERA, JUMP RIGHT, OR YOU'LL FALL! THIS CAMERA GRANTS YOU THE ROCKKROC PICTURE ON PAGE 4 OF YOUR ALBUM.



If you grabbed the Camera Piece, chances are you've got a nasty climb ahead of you. Hopefully you have two Kongs, because you're likely to lose one! Leap at the first RockKroc on the step as it moves toward you. It's so fast that you'll land to the left of it!

Do the same immediately with the second RockKroc. If you ignored the Camera Piece, you can reach the top before the creatures wake up, and you only need to deal with landing on a Klap-Trap after passing through two Bananas.

KONG Collecting

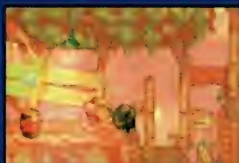


YOU NOTICE A GAP WITH AN "O" LETTER IN THE MIDDLE. LEAP THE GAP, BREAK THE CONTINUE BARREL FIRST, AND THEN ATTEMPT TO TAKE THE LETTER! THIS IS BECAUSE THE LETTER IS LOW, AND YOU NEED TO CARTWHEEL—JUST AS YOU BEGIN TO FALL, START THE JUMP. YOUR CARTWHEEL MUST FINISH ON TOP OF THE LETTER. OF COURSE, PRACTICE CAN ENABLE YOU TO GRAB THIS THE FIRST TIME!



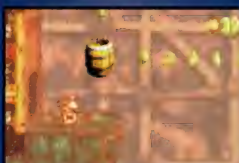
Now, fall down the step, take the Wooden Barrel, fall down again, and head for the Stop & Go Barrel. If you don't delay, you reach it just before a RockKroc hits you. Don't waste your barrel on the RockKroc; it has no effect.

Bonus Level 14



STILL CARRYING THE BARREL? EXCELLENT! WITH THE LIGHTS RED, SIMPLY RUN FORWARD WITH THE BARREL, HEADLONG INTO THE SIDE OF THE WALKWAY NEAR WHERE A ROCKKROC WAS RUNNING BACK AND FORTH. HE SHOULD NOW BE ASLEEP IF YOU'RE QUICK ENOUGH, ALLOWING YOU INTO A BONUS LEVEL!

Find the Exit!



THIS IS A STRAIGHTFORWARD BONUS LEVEL, WITH ONLY BANANAS AS PRIZES. FIRE DIAGONALLY INTO THE MIDDLE OF THE ROOM AND YOU GRAB A BUNCH. SURROUNDING THE BUNCH ARE FOUR BARREL CANNONS, AND SIX BANANAS FLOAT BETWEEN EACH ONE (FOR A TOTAL OF 24). WHEN YOU'RE DONE, FIRE YOURSELF AT THE RIGHT WALL TO EXIT, OR INTO THE PIT BELOW. YOU LAND NEXT TO THE ENTRANCE, WHERE A ROCKKROC IS NOW PATROLLING. DON'T BACKTRACK INTO THIS AREA AGAIN!



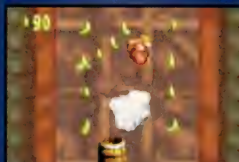
On the upper path above the Bonus Level entrance, bop the head of a Klap-Trap, run forward, and jump. Land just right of the small step, through three Bananas, and bop three Klap-Traps in one jump! Notice a Bonus Barrel above you.

Bonus Level 15



HEAD RIGHT, UP THE SMALL STEP, AND CRUSH ANOTHER DK BARREL. IGNORE THE Klap-TRAP INCOMING FROM THE RIGHT, AND JUMP TO THE RIGHT OF THE TIRE NEAR THE BARREL. PUSH IT LEFT, DOWN THE STEP AND UNDER THE BONUS BARREL. NOW BOUNCE INTO THE BARREL FROM THE TIRE. SIMPLE!

Collect the Prizes!



YOU APPEAR INSIDE A FLOATING BARREL CANNON MOVING LEFT AND RIGHT. ABOVE ARE THREE COLUMNS OF EIGHT BANANAS. AT THE TOP OF THE LEFT AND MIDDLE COLUMNS ARE BANANA BUNCHES. AT THE TOP OF THE RIGHT IS A WINKY TOKEN. THE TRICK IS TO LAND BACK IN THE BARREL AFTER COLLECTING YOUR GOODIES; AIM FOR THE SAME AREA FROM WHICH YOU LAUNCHED. FIRE UP THE RIGHT SIDE FOR THE WINKY TOKEN. YOU CAN GO BACK IN AND TRY AGAIN AND AGAIN, BECAUSE YOU EXIT JUST TO THE RIGHT OF THE BONUS BARREL!



When you exit the Bonus Level, the tire has reappeared in its original position. Push it right until it's just left of a floating Stop & Go Barrel. Time this carefully—bounce up and into the barrel, land on the Klap-Trap on the edge, then jump right.

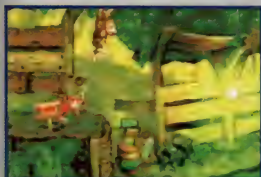
You land on several rock islands, all leading upward. Each has a RockKroc on it, so don't dawdle! Leap onto firm ground, landing on another Klap-Trap, and jump late so you don't land just to the left of it and lose a Kong.

KONG Collecting



RUN RIGHT, LEAP OVER THE GAP (IDEALLY WITH DIDDY!), AND BOP THE HEAD OF A Klap-TRAP, CONTINUING THE AIR ASSAULT TO THE RIGHT AND HIT A SECOND INCOMING Klap-TRAP. NOW LAND. AS YOU FALL ONTO THE FIRST OF THE TWO Klap-TRAPS, YOU GATHER TWO BANANAS AND THE "N" LETTER. NICE WORK!





Stumble and it's over on this jump! Don't stop—jump onto the first moving island. You pass through the Stop & Go Barrel as you land. The island is moving to the right. Immediately leap again, nabbing the three Bananas, and land on the second island as it moves to the right. Jump long!

Leap onto solid ground—you're at this level's end stretch (where you fell if you used the Warp). Pass the red arrow sign immediately, and drop onto the Stop & Go Barrel. If you pause, two RockKrocs will hit you, so hurry!



Freeze those Krocs, run forward, and leap through another Stop & Go Barrel. You reach your fourth

sleeping RockKroc as you reach a tire. Leap right onto another Stop & Go Barrel, then land to the left of a movable tire.

Quickly move it a few feet right, far enough so you can bounce on it and pass through another Stop & Go Barrel at the base of a stepped path. Step past the seventh RockKroc in this area as you leap the steps.

KONG Collecting



NOW AT THE TOP OF THE STEPPED AREA, YOU PASS YOUR NINTH ROCKKROC JUST AS THE LIGHTS CHANGE. NOW YOU MUST LEAP OVER A TENTH ROCKKROC (HE'S NOT SLEEPING!). LEAP JUST BEFORE THE SHINING ROOF LIGHT, THEN JUMP UP A FINAL SUPPORT STEP, AND INTO THE "G". FINALLY, STROLL ON THROUGH THE EXIT!

Stop & Go Station: Plan of DK Attack

"S" Ranking Difficulty: INSANE!
Preferred Kong: DIDDY
High Score to Beat: 146,620
Bonus Level 14: IGNORE
Bonus Level 15: IGNORE



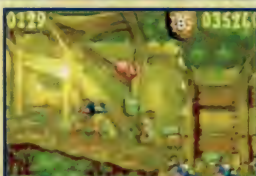
GETTING AN "S" ON THIS STAGE IS CRAZY-HARD! NEVER STOP MOVING AND HIT EVERY STOP & GO BARREL. LEAP ON THE KLAP-TRAP, OVER THE ROCKKROCS, SMASH THE DK BARREL AND HEAD UP THE STEPS (TAKING THE 5 TIME BONUS).



BOUNCE THROUGH THE BANANAS INTO A KLAP-TRAP, JUMP THROUGH THE "K" TO THE TIRE, AND CARTWHEEL JUMP FOR THE 5 TIME BONUS ABOVE THE GAP. KEEP JUMPING ON KLAP-TRAPS AND SWITCHING THE LIGHTS TO RED. MOVE, MOVE, MOVE!



THERE IS TIME TO JUMP BACK FOR THE EXPRESSO TOKEN (IT'S 3,000 POINTS!). SWITCH THE BARREL OVER THE GAP BY TURNING RIGHT IN MIDAIR, THEN CONTINUE. CLIMB THE STEPS TO THE CONTINUE BARREL, AND HIT THAT "O" THE FIRST TIME!



IGNORE BOTH BONUS LEVELS. JUMP ON THE THREE KLAP-TRAPS UNDER THE BONUS BARREL AFTER THE INITIAL ONE (X4), AND BOUNCE UP ON THE TIRE BEFORE YOU MOVE IT FOR A 15 TIME BONUS. WHEN YOU REACH THE STEPPING STONES, CARTWHEEL JUMP TO EACH TO TAKE THE EXTRA TIME.



LAND ON THE KLAP-TRAP, THEN LAND ON THE "N," THE SECOND KLAP-TRAP, AND IMMEDIATELY CONTINUE YOUR JUMP ONTO THE THIRD (X2). DROP DOWN THE PITS FOR THE 5 TIME BUSES. DIDDY WORKS BEST HERE.



NAVIGATE THE FINAL STRETCH IN THE SAME WAY AS THE REGULAR GAME (QUICKLY!). HOWEVER, MOVE THE TIRE UNDER THE 20 TIME BONUS, THEN LEAP THROUGH THAT AND THE STOP & GO BARREL AND RACE TO THE EXIT. LEAP THAT LAST ROCKKROC!



Monkey Mines Extra Area: Funky's Fishing

Chimp Checklist

Item	Notes
CAMERA PIECES	#14: FUNKY'S SCENE; PART #2 OF 6



After you complete Stop & Go Station, you can visit Funky, the coolest chimp on the block! He offers you two options: to fly the furry skies in a Funky Barrel (which allows you to quickly revisit any previously completed levels if you missed a Camera Piece or Bonus area), or the Fishing Barrel.

Choose the Fishing Barrel, at least before continuing your adventure, as Funky wants you to snag 15 Croctopi before the time runs out (in 1:20). Don't catch the green bottles—they drop your time limit.



Refer to the "Training" section for the best way to fish; in this level, just trawl the floor for Croctopi. As

always, snagging a Kombo of two or more means you'll haul more than 15 in the time limit. In fact, it's very difficult *not* to complete this fishing—we managed more than 20 with ease!



Camera Piece #14



ARE YOU FLUSH WITH FISH? THEN FUNKY KONG HANDS YOU CAMERA PIECE #14: THE SECOND OF THE LARGE-SCALE FISHING PICTURES IN YOUR PHOTO ALBUM. ONLY FOUR MORE PIECES TO GO! WHEN YOU COMPLETE YOUR FISHING, MOVE TO MILLSTONE MAYHEM.

NOTE

DURING YOUR FISHING, KEEP A LOOKOUT FOR AN ORANGE CRAB SCUTTLED ALONG THE SEABED. IF ONE APPEARS, WINCH IT UP TO SAFETY—YOU'LL BE REWARDED WITH A PICTURE (CAMERA PIECE #39) OF THE FUNKSTER HIMSELF ON PAGE 6 OF YOUR ALBUM. YOU CAN FIND A CRAB ON ANY OF THE SIX STAGES, BUT THE CRAB APPEARS MORE FREQUENTLY IN THE FISHING ZONE INSIDE CHIMP CAVERNS (THE LAST WORLD YOU VISIT).

Monkey Mines Area #5: Millstone Mayhem

Simian Strategy

The final main level of Monkey Mines isn't as stressful as the two previous stages, but does feature Gnaty-controlled Millstones to avoid. This is a straightforward affair; leaping along a single pathway, avoiding falling through gaps, and searching for three Bonus Levels before the Continue Barrel is even smashed! Unless you're racing through on DK Attack, take this zone slowly and carefully.

Preferred Kong: Donkey



Creature Feature

Critter	Number
KRUSHA (BLUE)	-----5
GNAWTY (MILLSTONE)	--12
KRITTER (BLUE)	-----7
SLIPPA	-----12
NECKY (GROUND)	-----2
ZINGER (BLUE)	-----1





Bonus Level 17



Bonus Level 18



Chimp Checklist

Item	Notes
ANIMAL FRIEND	WINKY
BALLOONS	GREEN: 1 (BONUS LEVEL 18)
BONUS LEVELS	3
BARRELS	DK BARRELS: 4 TNT BARRELS: 4 WARP BARREL: YES
CAMERA PIECES	NONE
TOKENS	ENGUARDE (BONUS LEVEL 17)

Bonus Level 16

AS SOON AS YOU ENTER THIS YELLOW-BRICKED TEMPLE, HOP ON THE TIRE TO THE RIGHT AND BOUNCE LEFT. YOU FLY OVER THE ENTRANCE TO A SMALL PATH ROOF WITH A BONUS BARREL ABOVE IT. LEAP VERTICALLY INTO IT.



KONG Collecting KONG



YOU APPEAR INSIDE A FLOATING BARREL CANNON MOVING LEFT AND RIGHT. ABOVE ARE THREE COLUMNS OF 10 BANANAS. AT THE TOP OF THE LEFT COLUMN IS A DK BARREL. AT THE TOP OF THE MIDDLE IS A BANANA BUNCH. AT THE TOP OF THE RIGHT IS LETTER "K." THE TRICK IS TO LAND BACK IN

THE BARREL AFTER COLLECTING YOUR GOODIES: AIM FOR THE SAME AREA FROM WHICH YOU LAUNCHED. FIRE UP THE RIGHT SIDE FOR THE "K," THEN OPTIONALLY FIRE AGAIN FOR THE REST. REMEMBER YOU CAN GO RIGHT BACK IN AND TRY AGAIN AND AGAIN. YOU LAND JUST RIGHT OF THREE KRUSHAS BY THE DK BARREL.



If you didn't leap into the Bonus Barrel, use the tire to bound right toward two TNT Barrels. You can use them on three incoming muscular-looking Kritters called Krushas. Blast the first one, return for a second barrel to tag the second, then avoid the third. Or, with Donkey Kong, leap onto each one's head in one multijump.

A DK Barrel is at the base of the shallow steps with the Krushas. Optionally carry the DK Barrel up a slope, jump through three floating Bananas, and face your first Millstone.



This has a Gnawty powering it, hamster-wheel style! Run under it as it ascends before moving to a gap. If you fall down this gap, you'll hit a Barrel Cannon and will be blasted upward. Press \rightarrow as you fly out so you land heavily on a weak stone area and reveal a tire!

This tire is a launching pad into the next Bonus Level. Move to the left of it and push right, bouncing on a Kritter, and then give it a shove under the Millstone to the other side.

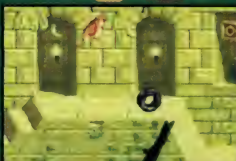
Barrels-O-Fun: Warp!

THE "SECRET" PLAN FOR THIS TIRE IS TO REACH A CRAZILY POSITIONED INVISIBLE WARP BARREL. AS SOON AS YOU UNEARTH THE TIRE, BOUNCE ON IT AND STEER LEFT, OVER THE GAP, AND ONTO THE TOP OF A TEMPLE WALL. THERE'S AN UNSEEN WARP BARREL ABOVE THE SNAKE-HEAD CARVING. FIVE SECONDS LATER, YOU'RE TROTGING DOWN THE FINAL STEPS INTO THE EXIT!



Continue right, leaping to collect three floating Bananas, and mosey down the steps to another Millstone. Pass under it, ignoring the TNT Barrel if you're Donkey Kong, and jump up the small slope, and onto the head of an incoming Krusha. Bounce onto a second Krusha without hitting the ground. Or avoid the beasts if you only have Diddy.

KONG Collecting KONG



YOU COME TO A DIP INTO A SLOPING PIT. AT THE EDGE, LEAP RIGHT, THROUGH AN "O" LETTER, AND ONTO THE KRITTER'S HEAD. BOUNCE OFF IT AND ONTO A SECOND KRITTER. THEN CONTINUE PUSHING YOUR TIRE TO THE RIGHT.

Bonus Level 17



PUSH THE TIRE CLOSE TO THE LEFT EDGE OF THE NEXT MILLSTONE'S PATH, BUT NOT DOWN INTO THE PIT THE MILLSTONE IS MOVING ACROSS. FROM HERE YOU CAN BOUNCE ACROSS INTO THE BONUS BARREL THAT'S ABOVE THE MILLSTONE'S PATH. RECKON YOU'RE AN EXPERT? THEN IGNORE THE TIRE, PASS UNDER THE MILLSTONE, AND LEAP LEFT FROM THE RIGHT EDGE OF THE PIT INTO THE BARREL. IT'S POSSIBLE!

Spell It Out!

YOU APPEAR IN A SMALL CHAMBER WITH A FLOATING CIRCLE OF "RARE" LETTERS AND FOUR KRITTER HEADS. LEAP INTO EACH LETTER IN THE CORRECT ORDER AS IT FLASHES. DO THIS FROM THE ROOM'S CENTER. DON'T HIT A CROC HEAD! SPELL OUT "RARE" TO RECEIVE AN ENGUADEE TOKEN AND APPEAR TO THE RIGHT OF THE BARREL.



Bonus Level 18



NOW RETURN FOR THE TNT BARREL AFTER YOU'VE CLEARED THE KRUSHAS (IF YOU HAVE ONLY DIDDY, LEAP OVER THEM BOTH WHILE CARRYING THE TNT BARREL). MOVE UP THE STEPS, AND WHEN YOU REACH THE MILLSTONE, WAIT UNTIL IT MOVES RIGHT, THEN RUN INTO THE PIT UNDER IT, AND INTO THE RIGHT WALL. THIS IS THE ENTRANCE TO BONUS LEVEL 18.

Stop the Barrel!



A GREEN ZUP BALLOON FLASHES INSIDE ONE OF THE FOUR BARRELS. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE WHICH BARREL THE BALLOON STOPS IN, AND BREAK THAT ONE TO CLAIM THE PRIZE. YOU APPEAR TO THE RIGHT OF THE ENTRANCE, ALLOWING YOU TO TRY AGAIN AND AGAIN FOR MORE LIVES!



Leap through the four floating Bananas, then drop down into the Kritter pit, and bounce on each of the four heads in turn. Then continue up the steps to a DK Barrel. Smash it if you wish, then leap the gap, and bash the Continue Barrel.

Leap through the two Bananas above the gap and think about taking the TNT Barrel. You can run forward and roll into a Slippa or blast the snake with the barrel. Otherwise, this barrel isn't needed.



Pass under the Gnaty Millstone, and when you reach the gap, leap across (don't fall), and land on the indent at the foot of the line of three Bananas. Land heavily to uncover a tire.

Move to the tire's left (don't rush and push the tire off the gap to the left), and push it right, up the steps. As you reach the top, two Slippas fall from the sky. Stop the tire, and bounce on both the snakes' heads.



Carefully position the tire at the pathway's edge. To your right is a moving stone platform under a Gnaty Millstone. If you crave some frog-based riding, stand on the tire. If you forgot, or lost the tire, jump down as the platform moves left toward you, duck as it passes right, under the Millstone, and leap right to the path continuation.

With the tire, bounce right with a long jump just as the Millstone begins to descend.

You have only a second to land before the Gnaty rises, so leap onto the nearby step, and onto the secret upper pathway. Run through five Bananas, open the crate, and ride Winky to the right, through five more Bananas.



Did you take the low road? Then you've got a shallow pit to navigate, full of three Slippas. Roll through these before you reach another gap. Winky should drop down from here; head left if you're riding him—don't fall into the gap!

KONG Collecting



THERE'S AN 'N' LETTER AT THE END OF THE LEDGE JUST PAST WINKY'S CRATE. PASS THROUGH IT AFTER MOVING ACROSS THE UPPER PATHWAY AND DROPPING DOWN TO THE LEFT WITH WINKY.



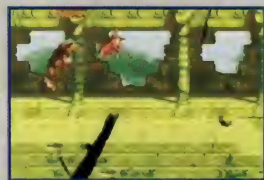
Optionally take out the Slippas with Winky (if you're riding), then jump the gap. You

come to a flat area and a small pit with a DK Barrel, over which a Gnaty Millstone moves. Pass under the Millstone as it moves right.



TIP

IF YOU'RE RIDING WINKY BUT WANT TO SMASH THE DK BARREL TO RELEASE A SECOND SIMIAN, DISMOUNT TO THE LEFT OF THE MILLSTONE. IF YOU RIDE WINKY UNDER THE MILLSTONE, THEN HOP OFF HIM. YOU'RE LIKELY TO HIT YOUR HEAD ON THE MILLSTONE! HOW EMBARRASSING!



Smash the barrel, keeping left to avoid a Necky's nuts, and race up the steps as the bird throws a nut down. Use Winky to jump on top and defeat the Necky, or simply scurry under him.



TIP

DID YOU LOSE WINKY AFTER BEING HIT BY A MILLSTONE OR NUT? DON'T PANIC! WINKY LEAPS OFF, BUT HE'S USUALLY CAUGHT IN A SHALLOW PIT, ALLOWING YOU TO FIND HIM EASILY INSTEAD OF CHASING HIM INTO DANGER.





Head down the long shallow steps to a Millstone moving left and right over two small pits, each with a Slippa at the base. Drop into the first pit as the Millstone heads right, landing on the snake and taking the Bananas.

Wait for the Millstone to pass left of you, then leap out, ignoring the second snake, land on the ground right of the second pit, then immediately jump to catch two floating Bananas and to avoid a third Slippa falling into your path.



Land on the Slippa, then drop into the second pit just as the Millstone heads left, hitting the Slippa and collecting two Bananas. You'll probably lose Winky here, although you can ride him to the level's end if you're precise enough.

KONG Collecting

KONG



LEAP THE GAP AND RUN RIGHT, STOPPING JUST BEFORE A NUT HITS YOU. JUMP JUST AS THE NECKY THROWS HIS SECOND NUT DOWN, AND LAND ON THIS TURKEY'S HEAD. AS YOU JUMP, YOU PASS THROUGH THE "G". GREAT!



Continue down the path, waiting for a Millstone to move right, and then roll to the pit holding three Slippas. If you're with Winky, dismount to the left of the Millstone and return for him (or leap the Millstone completely, which is very difficult). Roll through all three snakes; *don't* jump on them or you'll hit the Millstone.

Return for Winky, then pass under the Millstone and down the three shallow steps (each holding two Bananas). The next jump is extremely difficult. Jump short with Winky (or regular jumps with the Kongs) just as the Millstone reaches its highest point.

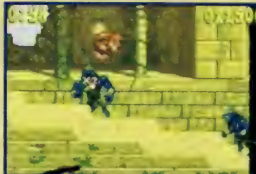


Climb the pit wall to the red arrow sign, and leap the Millstone with Winky just as it starts to move left. With the Kongs, leap onto the tire as early as possible after the Millstone moves right, then leap again, over the Millstone.

Almost there! There's a gap with two Banana Bunches, under which is a Zinger. If you really *must* grab these items, Cartwheel and fall onto them, then jump to the other side. It is extremely difficult to take both bunches if you're controlling a Kong. Instead, leap with Winky, hitting (and dispatching) the Zinger and leaping right to safety. From there, run down the steps to the exit.

Millstone Mayhem: Plan of DK Attack

"S" Ranking Difficulty: NORMAL
Preferred Kong: DONKEY
High Score to Beat: 192,810
Bonus Level 16: IGNORE
Bonus Level 17: IGNORE
Bonus Level 18: IGNORE



THE FIRST BONUS LEVEL TAKES FAR TOO LONG, AND DOESN'T COME WITH A TIME BONUS. CHOOSE DONKEY, BOUNCE UP ONTO THE LEFT LEDGE (FOR THE 5 TIME BONUS) AND IGNORE THE TNT BARRELS. INSTEAD, BOUNCE ON THE THREE KRUSHAS. THE X3 MULTIPLIER IS MASSIVE!



IGNORE THE BARREL CANNON, BUT TAKE THE TWO 5 TIME BONUSES. JUMP FOR THE "O", THEN LAND ON THE LEFT KRITTER, THEN THE RIGHT (X2). JUMP FOR THE 15 TIME BONUS WHILE UNDER THE MILLSTONE.



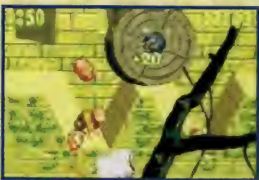
DON'T PICK UP THE TNT BARREL UNDER THE MILLSTONE; LET DONKEY BASH THE TWO KRUSHAS. AT THE PIT OF FOUR KRITTERS, MAKE SURE YOU HIT ALL FOUR WITH ONE JUMP (X4). BEFORE THE CONTINUE BARREL, CARTWHEEL INTO THE 20 TIME BONUS.



JUST AS YOU REVEAL THE TIRE, MOVE LEFT OF IT AND CARTWHEEL LEFT TO TAKE THE 10 TIME BONUS BEFORE JUMPING RIGHT. PUSH THE TIRE, AND ROLL THROUGH BOTH SLIPPAS (X2). DISMOUNT WINKY FOR SOME SLIPPAS IN THE SHALLOW PIT (X2) AS YOU LAND FROM COLLECTING THE "N."



IT'S DIFFICULT TO STAY ON WINKY, BUT PERFECT JUMPING HELPS. LEAP FOR THE 10 TIME BONUS NEAR THE MILLSTONE, IGNORE THE NECKY, AND BOUNCE INTO THE TWO SLIPPA PITS AND TAKE THE 20 TIME BONUS. WAIT FOR THE NECKY TO STOP THROWING NUTS, THEN LAND ON IT.



ROLL THROUGH THE THREE SLIPPAS (X3), AND FOR EXTRA POINTS, MAKE SURE YOU'RE MOUNTED ON WINKY WHEN YOU REACH THE BANANA BUNCH AND ZINGER. YOU DON'T NEED TO FINISH WITH WINKY TO CLAIM AN "S" RANKING, BUT YOU MUST FINISH WITH HIM TO BEAT OUR TIME!

Monkey Mines Extra Area: Candy's Dance Studio



Candy has set up shop inside a cavern, and she welcomes you to her dancing den with a plan to turn you into a fleet-footed toe-tapper! Complete this for a Camera Piece.

Follow Candy's instructions and attempt to get as many "perfects" as possible during the song. If you're playing a two-player game, the button presses are randomly generated. If

however, you're playing the game in one player mode, the moves always follow the pattern shown below. Memorize it to win!



Monkey Mines

Boss Area: Necky's Nuts

THREAT LEVEL: LOW

PREFERRED KONG: EITHER

CAMERA PIECES: #16: STICK YOUR NECKY OUT

#17: DIDDY YOU COMPLETE MONKEY MINES?



Here's another one of K.Rool's large and in-charge lackeys to take your Bananas back from, and this bird-brain is so big that you only see his scrawny neck and head! Necky Sr. coughs up a huge nut and spits it at you. If you're hit, you lose a Kong.



**Camera
Piece #16**



AS COMBAT BEGINS, INVESTIGATE THAT TIRE IN THE MIDDLE OF THE BANANA CHAMBER. THIS PIECE OF RUBBER HOLDS CAMERA PIECE #16. GROUND SLAP THE TIRE WITH DONKEY KONG BEFORE THE FIGHT BEGINS. NOW YOU HAVE A PHOTO OF NECKY SR. ON PAGE 4 OF YOUR ALBUM!



Chimp Checklist

Item	Notes
CAMERA PIECES	#15: CANDY'S SCENE; PART 2 OF 6

Camera Piece #15



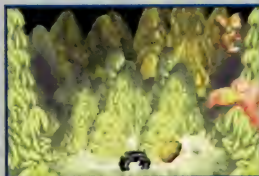
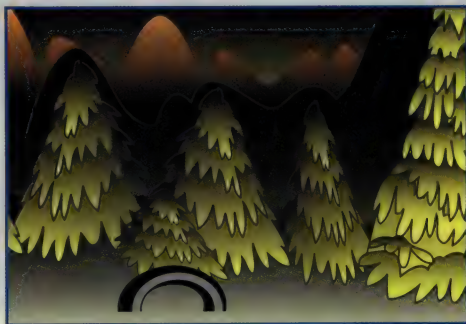
REFER TO THE "TRAINING" SECTION TO LEARN THE NUANCES OF THE DANCE STUDIO. THE FIRST TIME YOUR DANCING GENERATES ENOUGH "HITS" AND "PERFECTS" TO GET YOUR CURSOR INTO THE FAR RIGHT BAR, OR "PERFECTION" ITSELF, YOU ARE AWARDED CAMERA PIECE #15- THE

SECOND PART OF SIX PICTURES KNOWN AS CANDY'S SCENE. YOU ALSO RECEIVE A BLUE SUP BALLOON! IF YOU SCORED IN ANY OF THE BARS TO THE LEFT, YOU DON'T WIN ANYTHING.



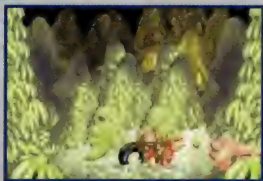
NOTE

REMEMBER, DANCE FANS, KEEP PRACTICING THIS DANCE UNTIL YOU ACHIEVE A PERFECT RATING (ALTHOUGH YOU ARE ALLOWED ONE MISTAKE). WHEN YOU ACHIEVE THIS, CANDY AWARDS YOU WITH A PICTURE OF HERSELF! THIS IS WON AFTER YOU CLAIM YOUR "CANDY SCENE" PICTURE, BUT CAN BE CLAIMED ON ANY DANCE STUDIO STAGE. WE RECOMMEND YOU ATTEMPT THE DANCE IN THE KONGO JUNGLE, AS THIS IS THE EASIEST DANCE TO PERFECT!



Dodge the nuts by continuously bouncing on the tire in the middle of the Banana chamber. Necky Sr. appears on the left and right sides of the room, flashing pink.

He then spits out a nut. Bounce so the nut passes below you. If you're about to land on a nut, move in the opposite direction. However, as soon as the nut leaves Necky Sr.'s beak, bounce onto the top of his beak. He won't be flashing pink anymore, meaning he can be hurt.



If you hit him, he squawks and retreats, but he appears randomly in one of the four areas of the screen. Start your bounce onto his beak as soon as he pulls his neck back to cough up the nut. You can hit him only once before he disappears.

After five beak bashes, he lets out three squawks and falls to the ground in a daze.

There's just enough time for Cranky to hobble onscreen, take that giant Banana for safe-keeping, and order you onward to the vicious vagrants and violent vermin of Vine Valley!



Camera Piece #17



HOLD ON THERE, KONGSTER! BEFORE YOU LEAVE MONKEY MINES, CHECK THE FACES ON THE LEVELS YOU'VE PREVIOUSLY COMPLETED! YOU'LL HAVE EITHER A DIDDY OR A DONKEY FACE. HOWEVER, YOU CAN WIN ANOTHER CAMERA PIECE IF YOU CHANGE ALL THE FACES TO DIDDY'S. THIS MEANS COMPLETING EVERY LEVEL (THAT IS, HEADING OUT OF THE EXIT) WITH DIDDY KONG. YOU CAN PLAY AS EITHER KONG, BUT DIDDY MUST BE THE ONE TO LEAVE. THIS IS EASIER THAN IT SOUNDS; JUST CONTROL DIDDY AND USE THE WARPS TO QUICKLY FINISH THE LEVELS! YOUR REWARD IS A FABULOUS DIDDY PICTURE ON PAGE 3 OF YOUR ALBUM!



NOTE

ONE FINAL NOTE OF CAUTION: MILLSTONE MAYHEM IS THE FINAL LEVEL TO FEATURE WARP BARRELS. FROM NOW ON, EVERY LEVEL MUST BE COMPLETED FROM START TO FINISH! SHORTCUTS ARE AVAILABLE, BUT NOTHING AS CRAZY AS WARP BARREL RUNS! SORRY!

Welcome to Vine Valley



The gaps are longer and more precarious. The Barrel Cannons are tougher to fire through. The creatures are bigger and badder. An entire zone full of crazy ginger orangutans features five Bonus Levels! This must be the entrance to K. Rool's kingdom—the fearful Vine Valley. You'll witness a variety of level types and will have to react with greater speed and accuracy than before. Just keep on trotting, and use your animal friends to their fullest advantage.

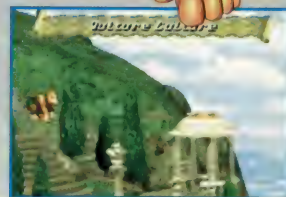


Vine Valley Area #1: Vulture Culture

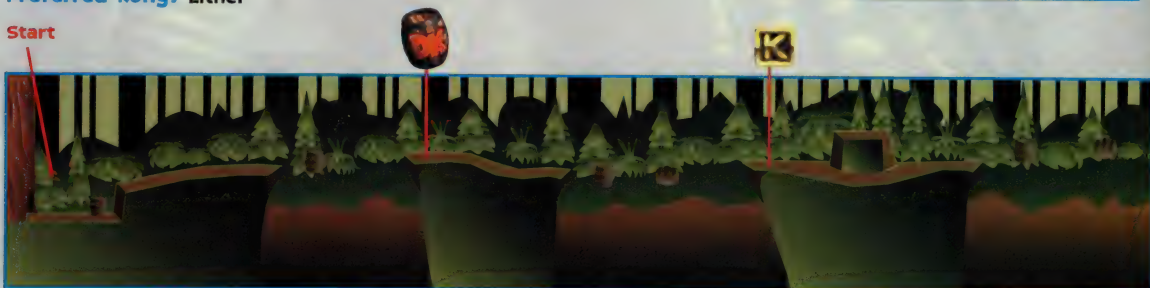
Simian Strategy

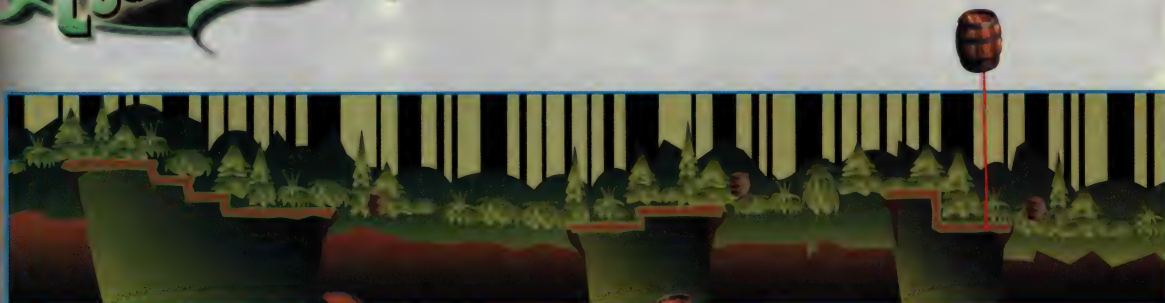
This introduces you to the Mini-Necky, whose penchant for annoying nut-spitting is legendary! Your best bet is rolling barrels into these birds. You'll also discover three bonus levels (the last of which holds the final Golden Letter), while the Necky bouncing into Barrel Cannons requires accurate timing to avoid an embarrassing plummet!

Preferred Kong: Either

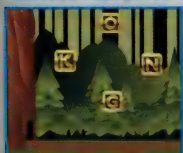


Start

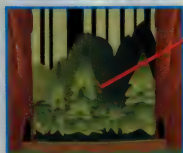




Bonus Level 19



Bonus Level 20



Bonus Level 21



Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 19)
BONUS LEVELS	3
BARRELS	DK BARRELS: 4 WARP BARREL: NO WOODEN BARRELS: 5
CAMERA PIECES	NONE
TOKENS	NONE



Emerge from your tree-trunk entrance, and grab the Wooden Barrel in front of you. Leap onto the stepped ground, and use your new weapon as a rolling device to dispatch the Mini-Necky floating to your right. Or, leap the Mini-Necky's nut, and bounce or roll through him.

TIP

ROLLING A BARREL AT A MINI-NECKY IS AN EXCELLENT WAY TO CLEAR THE GROUND IN FRONT OF YOU—THE BARREL STOPS INCOMING NUTS AS WELL AS TAKING DOWN THESE BLASTED BIRDS!



Run to the ground's edge and leap into a Barrel Cannon. This automatically turns and points at a flying (but stationary) Necky. Fire, holding **⇨**, and bounce on the Necky's head before bouncing right, into a DK Barrel. Hold **Ⓑ** to further your leap.

With an extra Kong tagging along, run to the next Barrel Cannon; it autofires you into a second Cannon that points right. Fire at the Necky; this time the distance is greater and the Necky is moving, so make sure you immediately launch, or wait for the Necky to move left, then fire.



Land on the Necky's neck, then bounce to solid ground. Run over a dark patch of earth and under a waiting Necky spitting nuts downward. Run just after the nut falls off-screen. Now stop, turn left, and leap on the plinth on which the bird is sitting.

KONG Collecting

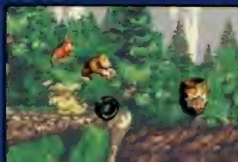


BONK IT ON THE HEAD, THEN LEAVE THE TIRE ON THE PLINTH. CLIMB ON THE TIRE, BOUNCE LEFT, AND LAND ON THE DARK PATCH OF GROUND, UNCOVERING YOUR "K" GOLDEN LETTER. NOW YOU CAN MOVE THE TIRE ONTO THE LOWER PATHWAY.

Creature Feature

Critter	Number
MINI-NECKY	-----9
NECKY (FLYING)	-----14
NECKY (GROUND)	-----4
KLAP-TRAP (TURQUOISE)	-----2
ZINGER (BLUE)	-----2
ZINGER (YELLOW)	-----3
ZINGER (ORANGE)	-----2

Bonus Level 19



PUSH THE TIRE RIGHT SO IT STOPS UNDER (OR SLIGHTLY LEFT OF) A VERTICAL LINE OF THREE BANANAS. LEAP UP THROUGH THE BANANAS AND INTO A BONUS BARREL (THIS IS INVISIBLE, AND LOCATED UP FROM THE BANANAS). NEXT STOP IS A SPOT OF SPELLING!

Spell It Out!



YOU'LL APPEAR IN A SMALL CHAMBER WITH A FLOATING CIRCLE OF "KONG" LETTERS AND FOUR KRITTER HEADS. LEAP FROM THE ROOM'S CENTER INTO EACH LETTER IN THE CORRECT ORDER AS IT FLASHES. DON'T HIT A CROC HEAD! SPELL OUT "KONG" TO RECEIVE A LUP BALLOON AND APPEAR ON THE NEXT PATHWAY. ACROSS FROM THE BARREL AND OVER A GAP.



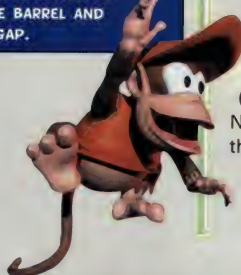
If you didn't bounce into the Bonus Level, leap into a Barrel Cannon that fires you into a second barrel. Blast out of this as the Necky to your right begins to rise, and land on the pathway to the right. This is where you appear after the Bonus Level.

Once on the pathway, pick up the Wooden Barrel and launch it down the steps. Follow the barrel down (taking the three sets of two Bananas as you go), and see the Barrel strike a Mini-Necky. You can bounce on the bird instead, but watch those nuts!



Leap into the next Barrel Cannon, and fire yourself at the first Necky, bounce on its head and land on a second one, bouncing again, and land on the next pathway section. Stay low to the ground, wait until the Mini-Necky coughs a nut, and as it passes above you, leap onto the bird's head.

Leap into another Barrel Cannon. Fire just as the first Necky hovers downward, striking it (optionally) and a second Necky, then bouncing onto the head of a Mini-Necky.



Bonus Level 20



WHILE STILL IN THE AIR, MANEUVER YOURSELF RIGHT FOR A HARD LANDING ON THE DARK PATCH OF EARTH. OUT POPS A WOODEN BARREL. IF YOU DON'T GET THE EXTRA HEIGHT AFTER BOBBING THE MINI-NECKY, YOU CAN'T UNCOVER THIS BARREL, WHICH IS A PROBLEM BECAUSE YOU NEED

TO PICK IT UP AND RAM IT INTO THE WALL TO YOUR LEFT; THIS IS THE ENTRANCE TO A BONUS LEVEL!

Bash the Baddies!

YOU APPEAR IN A SMALL CHAMBER WITH TWO Klap-TRAPS. LAND ON EACH ONE'S HEAD, AND IT RELEASES A BANANA BUNCH. GRAB THIS FRUIT QUICKLY BEFORE IT DISAPPEARS. THEN TRY THIS PLAN AGAIN (UP TO FIVE TIMES PER Klap-TRAP) FOR MORE BUNCHES. IF YOU EXPLODE THE Klap-TRAP AFTER IT RELEASES ALL ITS FRUIT, OR ARE HIT BY EITHER CROC, YOUR BONUS LEVEL ENDS. YOU DROP DOWN INTO A BARREL CANNON IN MIDAIR TO THE RIGHT OF THE ENTRANCE, AND CANNOT RETURN TO PLAY AGAIN!



No Wooden Barrel to open Bonus Level 20? Then leap into the Barrel Cannon, blast into a Necky, then bounce across to another Barrel Cannon; this is the one you landed in if you finished the second Bonus Level.

Ahead are four flying Neckies hovering for your bouncing attention. Blast into the first, ease off the ⇨ so you hit each one in turn, press ⇨ at the end, and bounce off the final Necky and onto firm ground. That was fun!



Walk across the path, over a bottomless gap, and into a rocking Barrel Cannon. Fire upward through three Bananas, breaking the Continue Barrel at the top, and drop back in the Cannon. Wait until it points right and fire again.

Gambol up the pathway until you reach two tall narrow ledges. At the top of each is a Necky who throws nuts at you. They only throw downward, so you can run to the middle of the ledges after the first nut passes in front of you, break the DK Barrel, and do the same to escape onward (with the four Bananas in this area). Ignore the birds; you can't reach them to take them out.

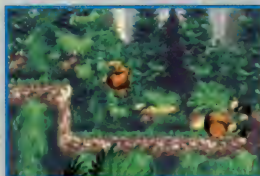


Jump into a Barrel Cannon, and when it points right, fire yourself into a second Cannon. When that one points right, fire again. Land on the pathway, run to the right wall, waiting for a nut from a Mini-Necky to pass over you, then leap up to land in front of the bird. Roll into, or land on the Mini-Necky next.

KONG Collecting



YOUR NEXT GOLDEN LETTER IS EASY TO SPOT AND GRAB. LEAP THE GAP IN THE PATHWAY, TAKING THE FOUR BANANAS SURROUNDING THE "O" LETTER ON THE PLINTH, THEN JUMP INTO THE BARREL CANNON WAITING TO YOUR RIGHT.



Wait until the barrel points right, fire yourself out of it, landing on a Necky. Bounce onto a second, and then onto a pathway that starts with a ledge, which contains three Bananas and a Wooden Barrel. Pick up that barrel!

Now release the barrel, following it across the path as it takes out two Mini-Neckies and their nuts. Otherwise, you need careful maneuvering to avoid these pesky critters. Leap to the path's end and into another Barrel Cannon.



Fire yourself out of the Barrel Cannon, onto the top of a Necky that's circling a Zinger, but without touching the bee. Fire when the Cannon is pointing right and when the bird is just about to come up and over the Zinger.

After a pathway island and three Bananas, leap into another Barrel Cannon. When it points right, fire into another barrel, and again into a third. Avoid the Zinger between barrel #2 and #3 by firing under or over it (either works). Finally, blast yourself right, through a DK Barrel and onto sturdy ground.



Trot past a piece of loose earth (you'll open this in a moment), and watch out for the Necky spitting nuts above you. These appear left, down, and right of the bird. Move right just after the nut has bounced down.

Then turn left and scamper up the steps, hiding next to the weakened wall just below the Necky to avoid the nut it throws to the right. As the nut passes, leap onto the Necky's head. Then leap onto its perch and drop down onto the patch of earth.

Bonus Level 21

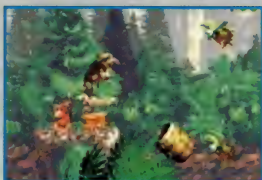


WHEN YOU LAND ON THE EARTH, OUT POPS A WOODEN BARREL. CARRY IT RIGHT, THEN TURN LEFT AND GO UP THE STEP AND INTO THE WEAKENED WALL, OPENING UP THE FINAL BONUS LEVEL IN THIS AREA.

KONG Collecting



INSIDE A LONG HORIZONTAL JUNGLE OPENING, LAUNCH YOURSELF PRECISELY FROM SUBSEQUENT CANNONS. DO THIS AT THE MOMENT YOU LAND IN EACH BARREL TO QUICKLY CLEAR THIS BONUS STAGE. IF YOU LOSE YOUR NERVE, EACH BARREL FLOATS UP AND DOWN. LINE UP WITH THE NEXT. YOU'RE AWARDED A BANANA, TWO BANANAS, A DK BARREL, A BANANA BUNCH, AND AN "N" GOLDEN LETTER BEFORE YOU REACH THE EXIT. YOU EMERGE ON TOP OF A NECKY NEAR THE LEVEL EXIT. DON'T MESS THIS UP AS YOU CAN'T RETURN HERE!



If you didn't locate the last Bonus Level, you have more Cannon firing to do, past a Zinger that's moving around the barrel (leap as the Zinger moves under the barrel), into another Cannon, along a small pathway with three Bananas, across a gap, and onto the head of a Mini-Necky (jump just after the nut passes above you).

KONG Collecting



PASS THE PATHWAY ISLAND AND THE RED ARROW EXIT SIGN, INTO A BARREL CANNON. BLAST BETWEEN THE TWO ZINGERS (AS THEY BEGIN TO MOVE LEFT), FIRE AGAIN, AND AGAIN, AND WHEN YOU REACH THE BARREL TO THE LEFT OF THE TWO LAST ZINGERS, LAUNCH THROUGH THE "G" LETTER AS THE BEES DESCEND.



In the final area, you shoot out of a Barrel Cannon just as a nut passes over you. Land on the Mini-Necky's head, and scamper past the exit sign, claiming three Bananas; leave this level.

Vulture Culture: Plan of DK Attack

"S" Ranking Difficulty: **HARD**
Preferred Kong: **EITHER**
High Score to Beat: **210,800**
Bonus Level 19: **IGNORE**
Bonus Level 20: **IGNORE**
Bonus Level 21: **ENTER**



PICK UP THE BARREL AND THROW IT AT THE MINI-NECKY. THEN GO OVER THE GAPS AND DK BARREL, INTO THE BARREL CANNON, ONTO THE NECKY, AND PAST THE NECKY THROWING NUTS AT YOU—IGNORE THE PATCH OF EARTH THAT UNCOVERS THE TIRE.



LEAP THROUGH THE THREE BANANAS WHILE JUMPING INTO THE BARREL CANNON, PAUSE AND THEN FIRE, MAKING SURE THE NECKY IS LOW ENOUGH SO YOU'LL BOUNCE OFF IT. ROLL THE BARREL AT THE MINI-NECKY, DOWN THE BARRELS, AND LEAP AT THE 5 TIME BONUS JUST AFTER THE MINI-NECKY COUGHS A NUT.



IF YOU FIRE INSTANTLY INTO THE TWO NECKIES, YOU CAN COMBO THE MOVE INTO THE MINI-NECKY ON THE LEDGE BEYOND (X3). OF COURSE, THE LINE OF FOUR NECKIES CAN BE COMBOED (X4). IGNORE THE CONTINUE BARREL.



AT THE TWO NECKIES ON THE HIGH LEDGES, WAIT FOR THE NUTS TO DROP, THEN LEAP AND COLLECT THE 10 TIME BONUS AND ANOTHER ONE. QUICKLY FIRE OUT OF THE NEXT TWO BARRELS. BOUNCE OVER THE TWO NECKIES, GRAB THE BARREL, AND DEMOLISH THE TWO MINI-NECKIES AHEAD.



THE REMAINDER OF THE COURSE, ASIDE FROM TIMING THE NECKY FLYING AROUND THE ZINGER, CONSISTS OF FIRING IMMEDIATELY OUT OF EACH BARREL AS IT POINTS IN THE CORRECT DIRECTION.



NONE OF THE THREE BONUS LEVELS WILL GAIN YOU ANYTHING (EXCEPT IF YOU QUICKLY FINISH THE THIRD ONE AND GRAB THE "N" LETTER). AVOID THE FIRST TWO COMPLETELY, AS THEY WASTE A HUGE AMOUNT OF TIME!

Vine Valley Area #2: Tree Top Town

Simian Strategy

This zone features huge buttress trees with huts built into them and large gaps where the only thing keeping you in the treetops is a floating Barrel Cannon. Line up your shots with the barrel in front of you, and sometimes predict where the next two barrels will shoot you. Beware of the Kritters and Gnawties that drop down unexpectedly from above and right!

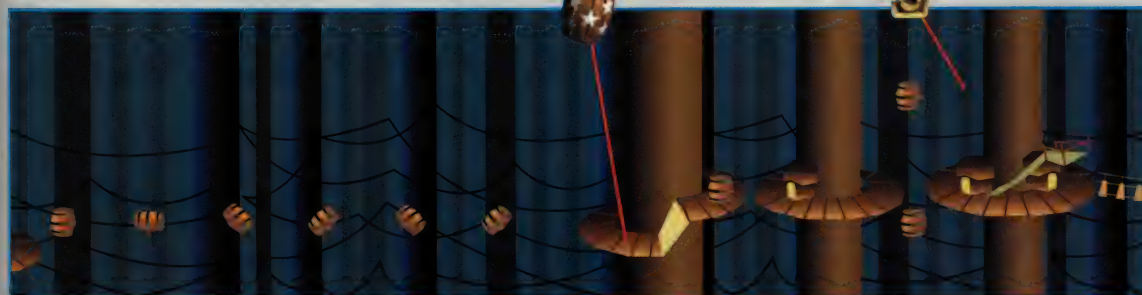
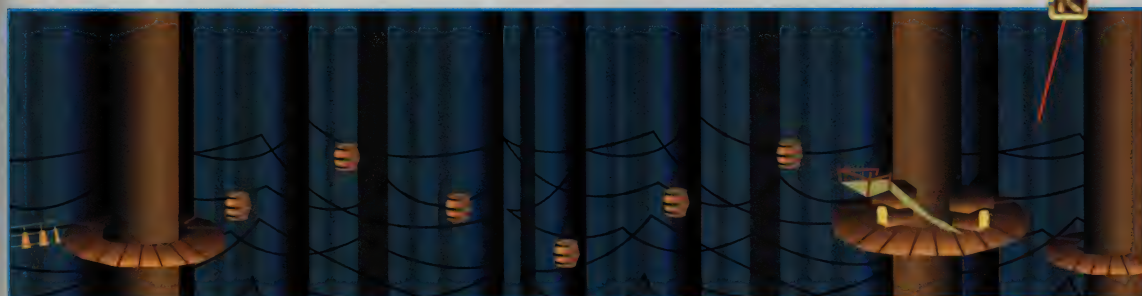


Preferred Kong: Either

Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BONUS LEVELS	2
BARRELS	DK BARRELS: 2 WARP BARREL: NO WOODEN BARRELS: 2
CAMERA PIECES	#18: GNAWTY MULTI-BOP
TOKENS	EXPRESSO (BONUS LEVEL 22) EXPRESSO

Start



FOUR BARRELS EACH HAVE A SERIES OF KONG LETTERS INSIDE THEM. SPELLED OUT IN ORDER, TO OBTAIN THE PRIZE, LEAP INTO ONE BARREL AT A TIME AND STOP THE LETTERS SO THEY SPELL "KONG". TO ACCOMPLISH THIS, BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE LETTER APPEAR THAT IS BEFORE THE ONE YOU ACTUALLY WANT (SO FOR THE LETTER "K", LEAP AS YOU SEE THE LETTER "G"). WHEN YOU FINISH, YOU GAIN AN EXPRESSO TOKEN AND APPEAR TO THE BONUS BARREL'S RIGHT.

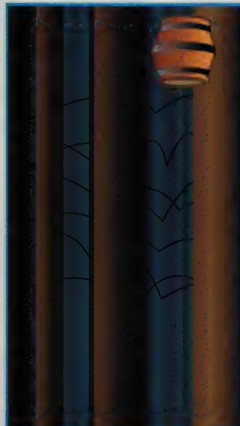
Stop the Barrel!

USE THE HEIGHT GAINED WHEN YOU STRIKE THE BIRD TO BOUNCE UP AND LEFT, INTO A SUSPENDED BONUS BARREL.

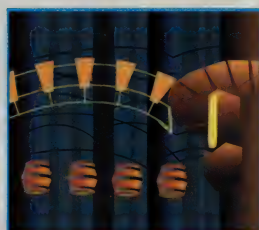
LEAP LEFT, ONTO ITS HEAD, THEN AS THE NECKY REACHES THE HUT, TOWARD THE ENTRANCE TREE HUT. APPEARS, THEN QUICKLY RUN LEFT MOVE ACROSS UNTIL THE NECKY WOODEN BRIDGE WITH AN INCOMING GNAWTY, BOUNCE ON ITS HEAD AND



Bonus Level 22



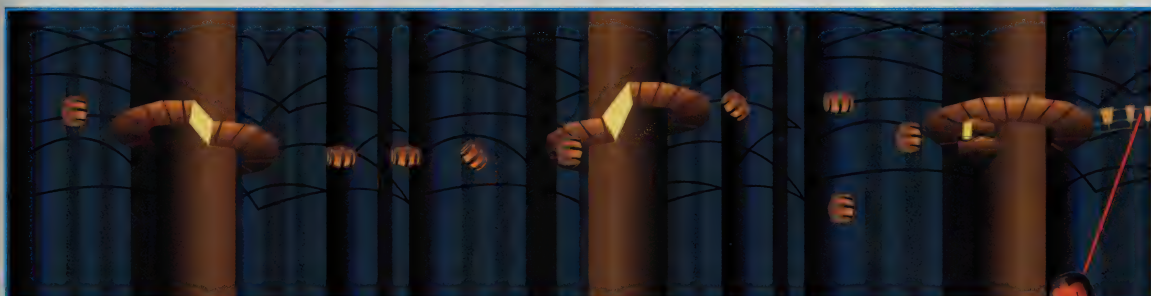
Bonus Level 23



Bonus Level 22

Critter	Number
GNAWTY	10
NECKY (FLYING)	2
KRITTER (BLUE)	7
ZINGER (YELLOW)	1

Creature Feature





Scamper across the rope bridge (the Gnawty and Necky return, allowing you to revisit the Bonus Level), and onto a tree-hut platform where four Bananas lie. Grab the fruit and leap into the Barrel Cannon.

The barrel turns and points right, then floats up and down. Fire at the floating DK Barrel when the Barrel Cannon reaches the top of the screen.

TIP

IF YOU FIRE AT THE DK BARREL, YOUR MONKEY'S WEIGHT IS TOO HEAVY TO PROPEL YOU FAR ENOUGH, AND YOU'LL FALL INTO A BOTTOMLESS DROP!



Head up the next wooden platform, and roll through (or bop the head of) a Gnawty. Into the next Barrel Cannon, fire immediately as it raises up and turns right. Too slow? Then line up slightly to one above the next barrel.

When you enter the second barrel, it turns, points right, and ascends. Fire into the third barrel at the top of its ascension. The third barrel turns right and drops down.

Fire into the next barrel as it descends. Finally, fire into the last barrel and onto the wooden platform.



Camera Piece #18



COLLECT THE FOUR BANANAS AND THEN READY YOURSELF FOR THREE GNAWTIES TROTGING TOWARD YOU. BOUNCE ON EACH HEAD IN ONE MULTISTRIKE. HIT THE THIRD GNAWTY AND OUT POPS A CAMERA PIECE—A FABULOUS PICTURE ON PAGE 17 OF YOUR ALBUM. YOU CAN FIND THIS CAMERA PIECE ANYWHERE THERE ARE THREE GNAWTIES TO BOUNCE ON IN ONE JUMP.



Head onto the next platform, and leap into a barrel that moves horizontally right. Fire up into a second Barrel Cannon, and when it points down at a third, drop into that. This barrel turns and points down; immediately blast into the barrel below it when they line up.



Just after you catch the "K," three Gnawties drop from above. Bounce on all three (this is the other area to release Camera Piece #18), and then hop into the Barrel Cannon. You're automatically fired into a diagonally moving barrel.

Line up the next barrel and fire. Repeatedly do the same as you're blasted across five barrels. The final barrel turns and points down and right. Fire and land on the Continue Barrel.



Smash the Continue Barrel, leap up, and grab the Wooden Barrel, and leap over the gap to a second wooden platform. Out drops a blue Kritter; use the barrel to dispatch it, or roll or jump on it. Then drop into the Barrel Cannon.

KONG Collecting



THIS IMMEDIATELY BLASTS YOU UP INTO A HORIZONTALLY MOVING BARREL. WAIT UNTIL IT MOVES LEFT, AND BLAST OUT AND DOWN. CATCH THE "O" LETTER FLOATING ABOVE THE WOODEN PLATFORM ON WHICH YOU LAND.



Cross the bridge, picking up the Wooden Barrel; smash it into the Kritter that appears. On the other side, pick up the four Bananas, and dive into another set of Barrel Cannons. This series is more complicated.

It doesn't matter when you leap into the Barrel Cannon, however; you'll hit the Barrel Cannon moving up and down, be shot into the Cannon above, into the last barrel, and onto the wooden platform on the other side. Or else you'll miss the second Barrel and land in the final one.

KONG Collecting KONG



THIS BARREL MOVES RIGHT. BLAST UP INTO THE FINAL MOVING BARREL, AND WAIT UNTIL IT MOVES UNDER THE FINAL BARREL. THIS DEPOSITS YOU ON ANOTHER WOODEN PLATFORM. LEAP ACROSS IT FOR FOUR FLOATING BANANAS, THEN LEAP ACROSS THE GAP AND TAKE THE FLOATING "K" LETTER.





Deal with another Grawty, then land in another Barrel Cannon. Blast immediately into your third barrel and it fires into the fourth barrel moving up and down. Line up your shot two barrels back if you aren't quick enough.

Bonus Level 23



IT DOESN'T MATTER WHEN YOU FIRE—IF YOU MISS THE UP/DOWN BARREL, YOU LAND IN A BONUS BARREL UNDER THE NEXT WOODEN PLATFORM. IF YOU LAND ON THE PLATFORM, DROP OFF THE LEFT SIDE, IGNORE THE LONE BANANA, AND ENTER THE BONUS LEVEL.

KONG Collecting KONG



YOU APPEAR INSIDE A FLOATING BARREL CANNON MOVING LEFT AND RIGHT. ABOVE ARE FIVE COLUMNS OF SIX BANANAS (30 TOTAL). AT THE TOP MIDDLE OF THE BANANAS IS YOUR "N" LETTER. FIRE UP THE MIDDLE FOR THE "N." THEN LAND BACK IN THE BARREL AFTER COLLECTING YOUR GOODIES; AIM FOR THE SAME AREA FROM WHICH YOU LAUNCHED. YOU CAN'T GO RIGHT BACK IN BECAUSE YOUR PATH BACK IS BLOCKED.



You appear under the platform from which you entered the Bonus Level, just on the other side. Ignore the Grawty, and leap right, into the Barrel Cannon. You're fired up, right, and must then fire so you line up the two barrels to the right.

Do this correctly, and you're fired up, then right across, and must line up the barrel to the right so it drops you into the subsequent barrel. Don't despair if you mess up and fall past the barrel; a barrel you can't initially see catches you and takes you back to the first barrel in this group.



TIP

IF YOU MISS YOUR INTENDED BARREL, STEER YOUR FALLING KONGS INTO ANY NEARBY BARREL CANNON INSTEAD OF GIVING UP; SOMETIMES YOU CAN REACH A DIFFERENT BARREL INSTEAD.



When you make the second Barrel Cannon line up, you're deposited on a wooden platform. Take the Wooden Barrel, and run onto the rope bridge. Drop the barrel at the five incoming Kritters and knock them all down! Move forward as you release the barrel so you can see all the Kritters, or not all of them may appear.

Take four Bananas as you cross the Kritter-infested rope bridge (you can roll or jump on all of them instead). At the next wooden platform, leap into the first barrel as the Barrel Cannon moves up, so you end up in it.



Fire from this barrel when it's at its highest point, into a barrel that plonks you on another wooden platform. Take the four Bananas and enter the next Barrel Cannon.

There is now a series of five up/down Barrels to fire into.



Bounce on the tire up to the higher wooden platform, then jump the gap to a final wooden platform. The exit is to your right, but before you leave, Cartwheel left into an Espresso Token, then leap right so you don't fall onto the Zinger underneath it. Now scoot!

KONG Collecting KONG



LINE UP EACH BARREL WITH THE NEXT AND KEEP A STEADY AIM. WAIT FOR THE LAST BARREL TO ASCEND, AND FIRE YOUR KONGS ONTO THE TOP OF A NECKY (WHEN THE NECKY IS AT ITS HIGHEST POINT), BOUNCING OFF IT, AND INTO YOUR FINAL "G" LETTER.

Tree Top Town: Plan of DK Attack

"S" Ranking Difficulty: EASY
Preferred Kong: EITHER
High Score to Beat: 153,930
Bonus Level 22: IGNORE
Bonus Level 23: ENTER



THE FIRST BONUS LEVEL TAKES FAR TOO LONG TO FINISH. INSTEAD, MAKE A X2 COMBO HITTING THE GRAWTY AND NECKY. SCAMPER THROUGH THE BANANAS, INTO THE BARREL, BLAST INTO THE DK BARREL AND BOP THE GRAWTY ON YOUR JUMP INTO THE BARREL.



FIRE A LITTLE EARLIER THAN USUAL TO TAKE THE 5 TIME BONUS IN THE FIRST SET OF BARREL CANNONS. THEN ROLL THROUGH (OR JUMP) THREE GRAWTIES ON THE ROPE BRIDGE (X3). FIRE YOURSELF THROUGH THE NEXT SET OF BARRELS WITHOUT DELAYING THE SET UP.

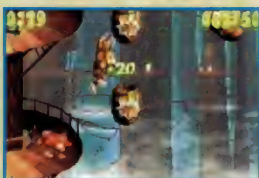
Ropey Rampage: Plan of DK Attack! (continued)



ONCE THROUGH THE "K," THERE'S ANOTHER X3 GNAWTY COMBO, AND ANOTHER SET OF AIRBORNE BARRELS. FIRE EACH ONE AT ONE-SECOND INTERVALS BEFORE THE BARREL RETURNS. ROLL INTO THE KRITTER AND THEN THE BARREL, FIRE UP INTO THE SECOND ONE AS IT PASSES RIGHT AND OUT, CLAIMING THE "O."



PICK UP THE DK BARREL ON THE ROPE BRIDGE, AND SMASH IT INTO THE KRITTER. JUMP AND FIRE IMMEDIATELY INTO THE BARREL AS EITHER ROUTE THROUGH THE BARRELS WORKS. TAG ANOTHER GNAWTY, AND MAKE SURE YOU LAND IN THE BONUS BARREL.



FIRE UP THE LEFT, THEN THE RIGHT SIDES FOR TWO 5 TIME BONUSES. THEN DROP OUT, APPEARING ON THE OTHER SIDE OF THE TREE AND CLAIMING A 20 TIME BONUS (WHICH IS OTHERWISE NOT OBTAINABLE).



FINALLY, LINE UP THE BARRELS PERFECTLY (DON'T USE THE BARRELS ON THE FIVE KRITTERS [JUMP ON THEM OR ROLL FOR THE X3 COMBO]), LEAP ABOVE FOR THE 20 TIME BONUS, AND LINE UP THE REST OF THE BARRELS SO YOU PASS THROUGH ANY MORE 5 TIME BONUSES.

Vine Valley Area #3: Forest Frenzy

Simian Strategy

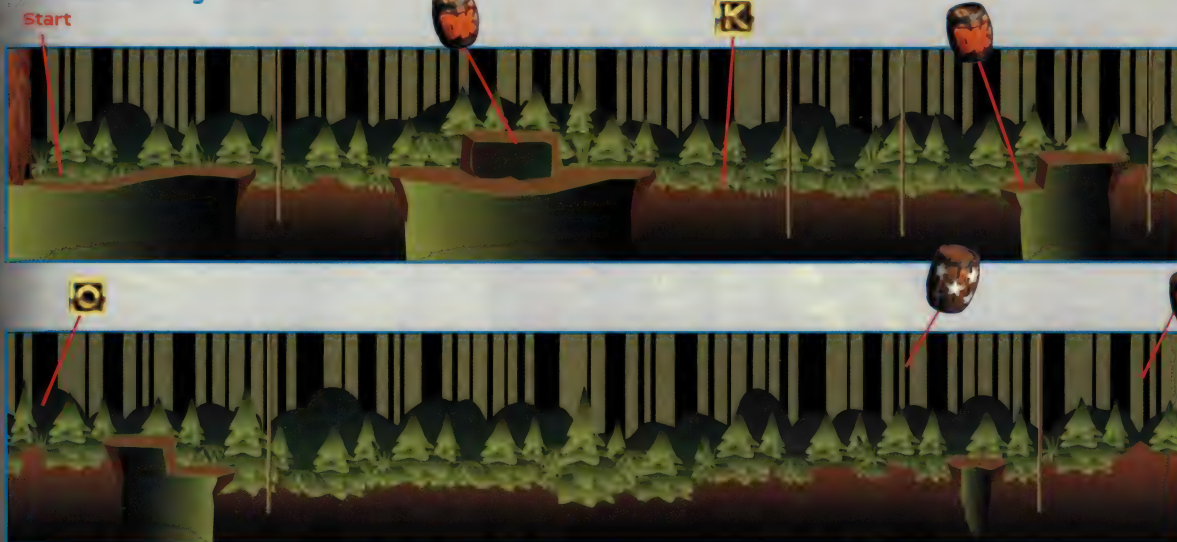
This time around the forest environment there are fewer Barrel Cannons and more moving ropes. A nasty creature is always waiting to prong you if you're on the wrong part of the rope! React to Zingers by holding **Ⓢ**, avoid bees and Neckies by sliding down the rope and dispatching them. Then you'll have enough time to grab the Camera Piece and look for the craftily positioned Bonus Levels.

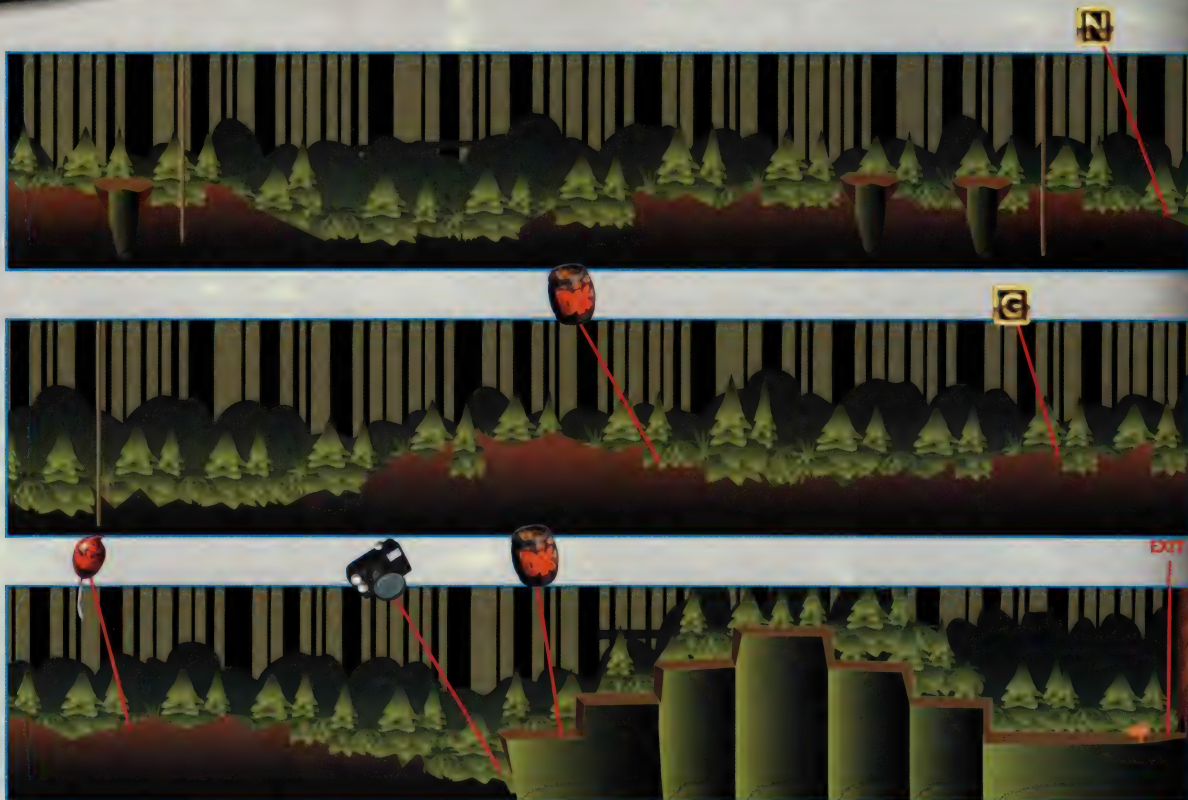


Creature Feature

Critter	Number
KRITTER (RED)	-----8
ZINGER (BLUE)	-----26
ZINGER (YELLOW)	-----8
KRITTER (OLIVE)	-----8
NECKY (FLYING)	-----17

Preferred Kong: Either

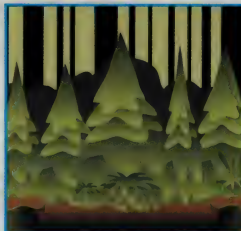




Bonus Level 24

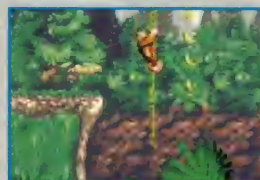


Bonus Level 25



Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1
BONUS LEVELS:	2
BARRELS	DK BARRELS: 4 WARP BARREL: NO WOODEN BARRELS: 1
CAMERA PIECES	#19: CLIFF NOTES
TOKENS	RAMBI (BONUS LEVEL 24) ENGUARDE (BONUS LEVEL 25)



Run out of the entrance tree trunk, and engage the red Kritter—one of the most dangerous of the breed! This Kritter leaps randomly, meaning you must jump well before it reaches you in order to bop it on the head. Alternately, try rolling into it.

Wait for the vertical rope to move left, and leap at it as it passes the line of Bananas. Now ride the rope right, to

the other side of the bottomless pit. Collect the four Bananas on the way, and jump before the rope returns left.



You land on a pathway with two incoming Kritters. Roll into the first one, then leap onto the ledge and smash the DK Barrel before waiting for the second Kritter to bob its head near your feet. Jump and land on its head.

KONG Kollecting

KONG



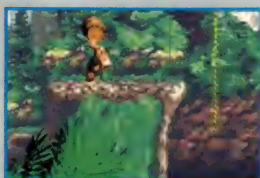
NEXT IS ANOTHER GAP, WITH A VERTICAL ROPE MOVING LEFT AND RIGHT. THE "K" LETTER IS IN THE MIDDLE OF THE GAP, LOWER THAN THE ROPE. YOU'LL PLUMMET IF YOU TRY TO SNAG THE LETTER WHILE ON THE ROPE! CARTWHEEL TO THE LETTER, THEN LEAP TO THE OTHER SIDE (OR ONTO THE ROPE, AND LEAP ACROSS!).



As you land on the pathway on the other side, jump (or roll) into another Kritter, and jump onto another rope.

This moves forward and back, with a stationary Zinger to avoid. Climb to the top, pass through the three Bananas, then drop to the base of the rope if you want; ride it left, through the other three Bananas.

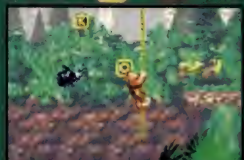
As the rope moves to the far right, jump right to a second rope, and climb to the top of it as it moves right. When it reaches the ground, leap off the top, and land on the patch of ground—this unearths a DK Barrel!



When you land, leap vertically onto an incoming Kritter and bounce onto its friend. Or, use the DK Barrel to dispatch the first Kritter, and roll through the second. Then move right, leaping for three Bananas.

KONG Kollecting

KONG



AT THE NEXT ROPE, RIDE ABOVE THE STATIONARY ZINGER, THEN SLIDE DOWN AS YOU PASS AND SNAG THE "O" GOLDEN LETTER FLOATING TO THE BEE'S RIGHT. ONCE YOU'VE CAUGHT IT, JUMP OFF THE ROPE AT THE GAP'S RIGHT SIDE, LANDING ON FIRM GROUND.



Wait for the first of two Kritters to appear, drop from the rope on its head, passing through the three Bananas, then bounce to the head of the second. Don't roll because space is tight and you don't want to plummet!

Now comes a precarious rope swing! Leap on the rope and as it moves right, stay in the upper middle. You pass seven Zingers without

having to move at all. Then shimmy down the rope to pass under the eighth bee. Stay in the upper middle of the rope for the remainder of this journey and avoid another eight Zingers.



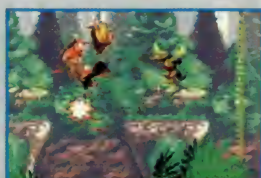
Leap off the rope as it nears the land, and smash the Continue Barrel, collecting three Bananas. Now jump right and hold onto the rope; shimmy up and collect three Bananas on the way.

Smash a floating DK Barrel at the screen's top, passing under a Zinger. Then shimmy down to the middle of the rope and take three more Bananas. When you reach the far side, leap off from height, landing on the Kritter's head on the tiny platform.



Immediately grab the next rope, and shimmy down. A series of Zingers move vertically. Head under the first, stay low for the second (or move all the way to the top), then move to the very top to avoid the third.

Drop below the fourth, fifth, and sixth Zingers, and for the seventh bee, climb the rope. When you reach the end of the rope movement, jump onto the Kritter's head. Two Bananas are here.



You can actually land on the Kritter's head, bounce onto the Necky floating between the two islands, and bounce again onto a third Kritter (Diddy has an easier time of this). Collect the two Bananas above the second Kritter, and grab that rope!

KONG Kollecting

KONG



SLIDE DOWN THE ROPE. FOLLOWING THE PATH OF FOUR BANANAS, AND PASS INTO THE "N" LETTER UNDER A CIRCLING ZINGER. YOU CAN EASILY AVOID HIM. NOW MOVE UP THE LINE OF FOUR MORE BANANAS TO THE MIDDLE OF THE ROPE.



Leap across to a second rope, and head for another Zinger-avoidance swinging session! This time however, the bees move in a counter-clockwise circle. Drop below the first, and stay low as the second flies over you.

Remain firmly in the middle of the rope, miss a Zinger circling a DK Barrel, and pass into the barrel. Stay in the middle to pass above one more Zinger, and then drop down the rope ever so slightly.

KONG Collecting



TWO ZINGERS GUARD YOUR FINAL LETTER! THIS IS EASY TO SNAG; STAY IN THE LOWER MIDDLE TO TAKE IT, PASS BETWEEN THE BEES, THEN LINE YOURSELF UP IN THE MIDDLE; PASS THROUGH THE FLOATING IUP BALLOON.



Flying Neckies are incoming! Scoot up and pass through 12 Bananas along the top of the rope. Twelve more are at the rope's base, but you can't get both sets, and staying at the top of the rope gives you more options (at the bottom, you can only fall).

You can strike the heads of Neckies by sliding down the rope into them, but you must be very precise for this to work. It's better to avoid the birds. Hit the second bird while collecting the Bananas.

Bonus Level 24



SLIDE DOWN AND BASH THE THREE BIRDS FLYING IN FORMATION, OR STAY AT THE TOP. WHEN YOU SEE FOUR NECKIES (TWO UP, TWO DOWN), LOOK AT THE SCREEN'S BOTTOM. DROP INTO THE BONUS BARREL POKING UP OUT OF THE GREENERY.

Stop the Barrel!

A RAMBI TOKEN RANDOMLY FLASHES INSIDE ONE OF FOUR BARRELS. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE IN WHICH BARREL THE TOKEN STOPS. BREAK THAT ONE TO CLAIM THE PRIZE. YOU APPEAR ABOVE A STONE AREA ON A STEPPED RIDGE AND EXPOSE A WOODEN BARREL. DON'T PICK IT UP YET; FOLLOW THE PLAN FOR ENTERING THE NEXT BONUS LEVEL. YOU CAN'T RETURN HERE, SO GRAB THE TOKEN!



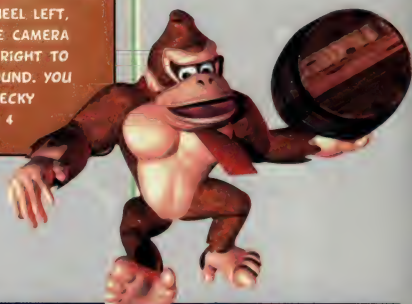
If you missed the Bonus Barrel, you reach the far end of this crazy rope swing. Leap from the rope's top, over the first Kritter, and land on the weak ground behind him. This reveals a Wooden Barrel. Do *not* take it!



Camera Piece #19



JUMP BACK AND BOUNCE ON THE FIRST KRITTER. IGNORE THE ONE FARTHER UP THE STEPS. AND LOOK LEFT AT THE CAMERA PIECE FLOATING NEXT TO YOUR POSITION. CARTWHEEL LEFT, PASSING INTO THE CAMERA PIECE, AND JUMP RIGHT TO LAND ON THE GROUND. YOU ACQUIRE A MINI-NECKY PICTURE ON PAGE 4 OF YOUR ALBUM.



Once you've had your fill of Bananas, wander down the stepped area, across the pathway, and out of the level via the tree exit. Next stop? Funky's hovel!

Bonus Level 25



NOW FOR THE SECOND BONUS LEVEL ON THIS STAGE! BOP THE KRITTER HALFWAY UP THE STEPPED GROUND (DON'T TAKE THAT BARREL!) BY LANDING ON THE EDGE OF THE STEP THE KRITTER IS ON, AND THEN ROLLING OR JUMPING ON IT.



PASS THE RED EXIT ARROW SIGN (JUMP FOR TWO BANANAS HERE) AND BOUNCE ON TWO KRITTERS AS THE STEPS DESCEND. TRY TAGGING BOTH WITH ONE CONTINUOUS JUMP. NOW RETURN AND PICK UP THE BARREL, CARRYING IT OVER THE STEPS, AND INTO THE WEAKENED WALL AT THE BASE OF THE LOWEST RIGHT SIDE STEP. YOU COULD LEAP OVER EACH KRITTER WHILE CARRYING THE BARREL, BUT THIS ISN'T SAFE (DIDDY IS BEST-SUITED FOR THIS IF YOU MUST TRY IT!)

Collect the Prizes!

LEAP ONTO THE FAST-MOVING ROPE, AND RIDE IT LEFT AND RIGHT THROUGH A LATTICE OF BANANAS—THERE ARE 10 ROWS OF 10 BANANAS TO FIND—CLIMB UP AND DOWN THE ROPE TO CLAIM HIGHER BANANAS, BUT DON'T FALL INTO THE PIT! WHEN YOU'RE DONE, DROP OFF THE RIGHT SIDE, ONTO AN ENGUARDE TOKEN, AND LEAVE. YOU APPEAR NEAR THE ENTRANCE, SO REPEATEDLY ENTER THIS BONUS LEVEL FOR INFINITE BANANAS AND TOKENS!



Forest Frenzy: Plan of DK Attack

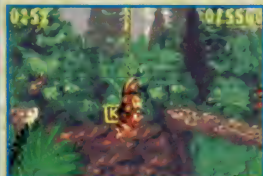
"S" Ranking Difficulty: **HARD**

Preferred Kong: **DIDDY**

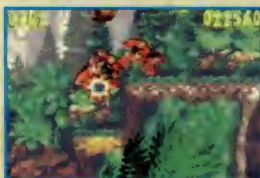
High Score to Beat: **151,730**

Bonus Level 24: **IGNORE**

Bonus Level 25: **IGNORE**



ROLL INTO THE KRITTER, SLIDE DOWN THE ROPE TO COLLECT THE BANANAS, ROLL INTO THE NEXT KRITTER, THEN LAND ON THE DK BARREL AND BREAK IT (THERE'S A 5 TIME BONUS HERE). BOUNCE ON THE NEXT KRITTER. CARTWHEEL JUMP TO THE "K"—DON'T USE THE ROPE!



LAND ON THE NEXT KRITTER'S HEAD, THEN LEAP TO THE TOP OF THE ROPE, SLIDING DOWN ABOVE THE ZINGER, INTO THE 5 TIME BONUS AND JUMPING TO THE NEXT ROPE. LEAP UP AS THE TWO KRITTERS WALK IN, AND BOUNCE THEM. YOU SHOULD HAVE AROUND 45 SECONDS LEFT.



SLIDE DOWN THE ROPE TO THE "O," BOUNCE ON BOTH KRITTERS (X2), AND BEGIN YOUR ZINGER AVOIDANCE. IT TAKES SOME SKILL (AND DIDDY) TO QUICKLY SPOT

THE TIME BONUSES AND SCURRY TO CLAIM THEM, BUT ALL ARE OBTAINABLE.



GRAB THE 5 TIME BONUS AFTER THE DK BARREL AND BANANA ARC BY QUICKLY SLIDING DOWN THE ROPE. BOUNCE ON THE KRITTER, AND FOLLOW THE WALKTHROUGH DIRECTIONS FOR DODGING THE YELLOW ZINGERS. THE FINAL KRITTER-NECKY-KRITTER HIT SHOULD RESULT IN A X3 COMBO.



THE REST OF THE ROPE CLINGING IS SIMPLE ENOUGH UNTIL YOU

COME TO THE NECKIES. GET EXTRA POINTS BY SLIDING DOWN INTO THEM. TAG AT LEAST THREE, AND COLLECT THE TWO 5 TIME BONUSES. COMBO THE LAST FIVE KRITTERS (X3 UP, X2 DOWN).



AVOID THE FIRST BONUS LEVEL COMPLETELY—IT WASTES OVER 20 SECONDS! THE SECOND ONE YIELDS ONLY BANANAS (AND A ENGUADE), AND TAKES TOO LONG TO ENTER. FORGET BOTH OF THESE AND FLEE TO THE EXIT AT ONCE!



Vine Valley Extra Area: Funky's Fishing



As soon as Forest Frenzy is finished, check out Funky, the maddest mammal around! He's down with the hippest of chimps and offers you two options: to fly the furry skies in a Funky Barrel (which allows you to quickly revisit any previously completed levels if you missed a Camera or Bonus area), or the Fishing Barrel.

Select the Fishing Barrel. Funky needs eight Chomps Jrs. nabbed before the time runs out (in 1:20). You also

find loads of Bitesize fish in various colors. Don't catch these as they drop your time limit.



Refer to the "Training" section for the best way to fish; in this level, quickly pull in every Chomps Jr. you see. As always, snagging a Kombo of two is a great plan, and there's enough time to make a mistake and still grab eight of these sharks without a problem. We managed 11!

Chimp Checklist

Item	Notes
CAMERA PIECES	#20: FUNKY'S SCENE; PART 3 OF 6

Camera Piece #20

IS YOUR BOAT CRAMMED WITH CHOMPS? THEN FUNKY KONG GIVES OUT CAMERA PIECE #20—THE THIRD OF THE LARGE-SCALE FISHING PICTURE IN YOUR PHOTO ALBUM. THREE MORE PIECES TO GO! WHEN YOU COMPLETE YOUR FISHING, TROT OUT OF FUNKY'S PLACE, AND OVER THE K.ROOL BRIDGE AND INTO ORANG-UTAN GANG!



NOTE

DURING YOUR FISHING, KEEP A LOOKOUT FOR AN ORANGE CRAB SCUTTLING ALONG THE SEABED. IF ONE APPEARS, WINCH IT UP TO SAFETY—YOU'LL BE REWARDED WITH A PICTURE (CAMERA PIECE #39) OF THE FUNKSTER HIMSELF ON PAGE 6 OF YOUR ALBUM. YOU CAN FIND A CRAB ON ANY OF THE SIX STAGES, BUT THE CRAB APPEARS MORE FREQUENTLY IN THE FISHING ZONE INSIDE CHIMP CAVERNS (THE LAST WORLD YOU VISIT).

Vine Valley Area #4: Orang-Utan Gang

Simian Strategy

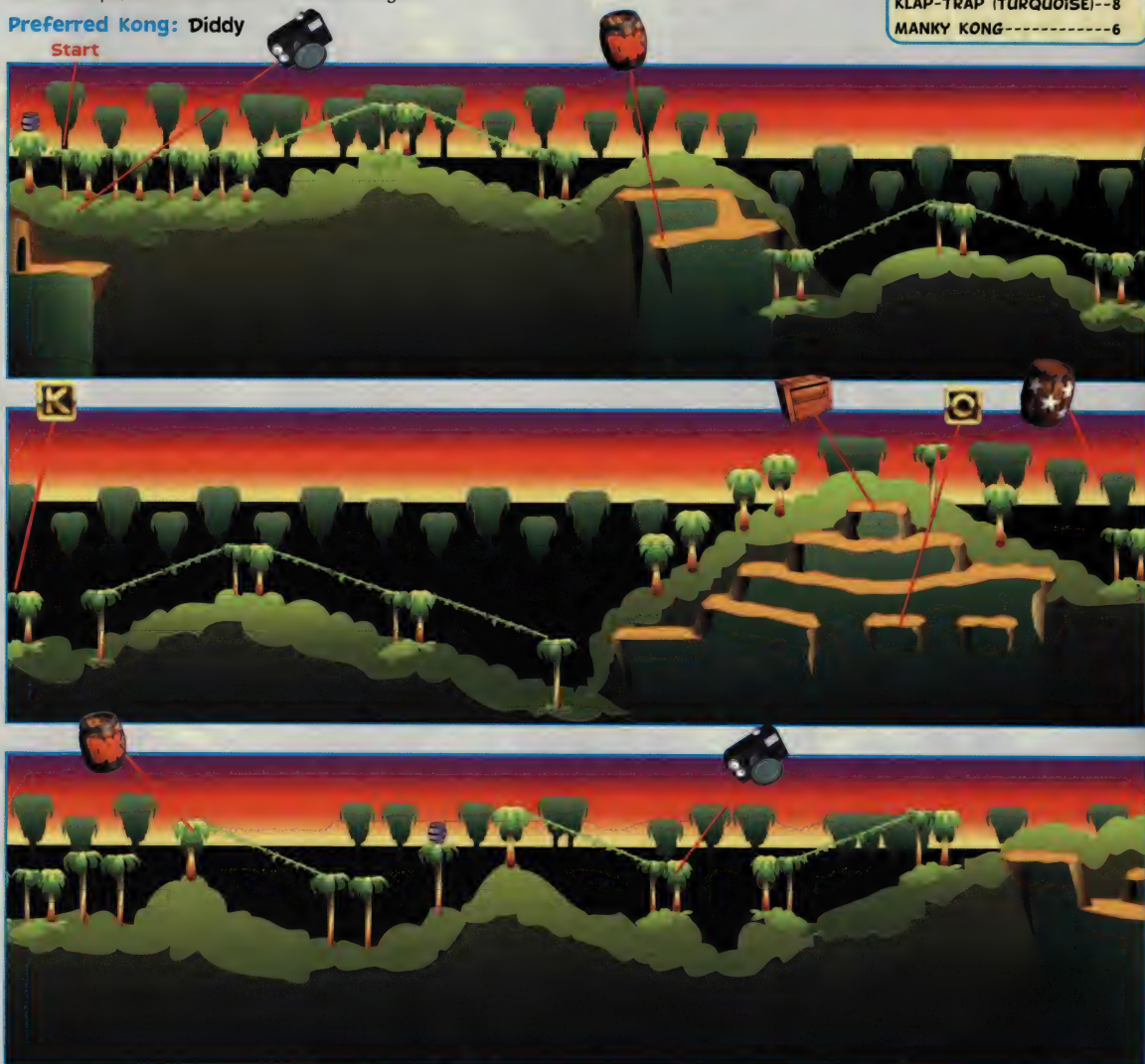
One of the craziest stages around, Orang-Utan Gang features five Bonus Levels! Three are located at every end of the stage and require the same Wooden Barrel to break into (the barrel reappears every time), while the other two are more deviously hidden and require a deft Cartwheel Jump, or a glide using your newest animal chum, Espresso. Consult the map to find the main way through the stage (via vine paths and treetops) and to locate the various ledges.

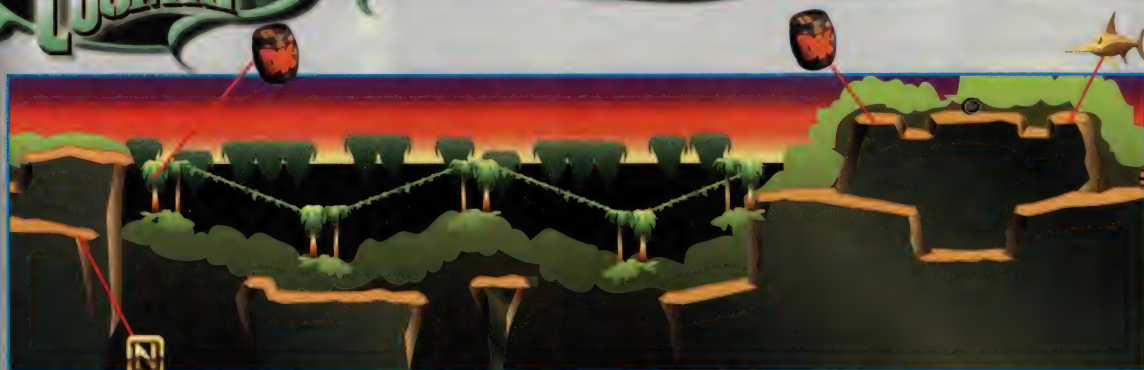
Preferred Kong: Diddy



Creature Feature

Critter	Number
ZINGER (BLUE)	-----2
KRITTER (RED)	-----14
KLAP-TRAP (TURQUOISE)	-----8
MANKY KONG	-----6





EXIT

Bonus Level 26



Bonus Level 27



Bonus Level 28



Bonus Level 29



Bonus Level 30



Chimp Checklist

Item	Notes
ANIMAL FRIEND	EXPRESSO
BALLOONS	RED: 4 (ALL IN BONUS LEVELS)
BONUS LEVELS	5
BARRELS	DK BARRELS: 5 STEEL BARRELS: 2 WARP BARREL: NO WOODEN BARRELS: 2
CAMERA PIECES	#21: OSTRICH STRETCH #22: STEEL DRUM UTAN-GO
TOKENS	ENGUARDE WINKY (BONUS LEVEL 27)



You're standing on top of a line of trees, and your path lies to the right. However, you can trot left, waiting for a Zinger to circle to the

left of you, and pick up a Steel Barrel.

Grab the Steel Barrel, run right of the Zinger, turn left, and drop the barrel. It runs into a taller tree, and when it returns, ride it across the trees and landscape to the first Golden Letter—without being harmed! Jump as you reach the Letter.



Without the Steel Barrel, run to the right, up the vine (taking five Bananas as you go), and roll through a Kritter as you reach the two trees. Then head down the

next vine, rolling or leaping early to tag a second Kritter.

At the end of the vine, leap through the arc of five Bananas, landing on the head of a Klap-Trap, run right and drop onto a lower ledge. Bop the second Klap-Trap before it scuttles to the left. Too slow? Then wait for the Klap-Traps and leap onto them.



Don't take out the second Klap-Trap while standing under the top ledge where you came from, as you'll land on this ledge instead of the croc's head! Now move left, and shake out your Kong chum from the DK Barrel. Remember this location for later!

Leap long off the ledge's right side, hitting the head of a Kritter. Miss? Then roll as soon as you land. Head to the top of the vine, rolling into a second Kritter and nabbing three Bananas.

KONG Collecting



CONTINUE THE ROLL THROUGH A THIRD KRITTER ON THE WAY DOWN THE VINE, AND ACROSS FOUR TREETOPS TO A GAP IN THE TREE LINE. REMEMBER YOU CAN REACH THIS AREA VIA THE STEEL BARREL ROLL. AS THE CIRCLING ZINGER MOVES FROM TWELVE TO THREE O'CLOCK, LEAP OVER HIM, THROUGH THE "K" LETTER.



Scamper up the next vine, nabbing three Bananas as you go. When you reach the two trees, roll or jump into

your next Kritter, and three more on the way down. Bop the heads of these in one long jump.

At the lower treetop at the end of the vine, leap through the arc of five Bananas, and land on the ground. Before you is a pyramid-shaped series of steps. The "O" Letter is in the lower middle area, but ignore that for the moment.



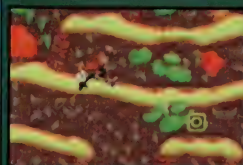
Instead, leap up and right, bopping a Klap-Trap, head up a ledge and right to take a second Klap-Trap, and then bounce to the top ledge. Open a crate containing your feathered friend, Espresso! Remember, this bird can glide!



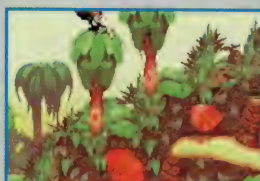
TIP

BEFORE RIDING WITH EXPRESSO (AND PROBABLY FALLING DOWN AN OPEN PRECIPICE), LEAP RIGHT, ONTO THE TREETOPS, AND SECURE THE CONTINUE BARREL BEFORE PLAYING AROUND WITH THIS BIRD.

KONG Collecting

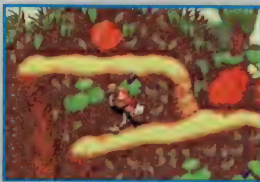


BANANA BUNCH. CARTWHEEL JUMPING WITHOUT THE BIRD USUALLY RESULTS IN YOU LANDING ON THE NEXT LEDGE UP.



Climb back up to the crate where you released Espresso, and prepare for a crazy gliding session! You must return to the first DK Barrel area, where you initially saw the two Klap-Traps. You can run across the vines to make it here, but any enemies you missed, and that nasty Zinger, are waiting to knock you off your mount!

Jump and flap up to the tree to the crate ledge's right, then turn right, and hop up to the tree next to that one. Now leap off to the left, and start flapping (tap Δ).



You sail through the air, gradually floating down. Keep flapping to head over any Kritters you missed, and the Zinger that guarded the "K" Letter. Land on the two palm trees left of this bee, and run across to the ledge with the DK Barrel on it.

Bonus Level 26



Camera Piece #21



MOVE YOUR BIG BIRD ALONG THE LEDGE TO WHERE THE DK BARREL WAS. THEN LEAP INTO THE AIR, FLAP FURIOUSLY, AND GLIDE ACROSS THE BOTTOMLESS DROP TO A SECRET LEDGE WITH A CAVE ENTRANCE. AS YOU LAND, YOU PASS THROUGH A CAMERA PIECE AND LAND ON A BANANA. THE CAMERA PIECE SHOWS UP ON PAGE 8 OF YOUR ALBUM—IT'S DIDDY RIDING EXPRESSO.

Spell it Out!



YOU'LL APPEAR IN A SMALL CHAMBER WITH A FLOATING CIRCLE OF LETTERS AND FIVE KRITTER HEADS. THE LETTERS SPELL OUT "WINKY." FROM THE ROOM'S CENTER, LEAP INTO EACH LETTER IN THE CORRECT ORDER AS IT FLASHES. DON'T HIT A CROC HEAD! SPELL OUT "WINKY" TO RECEIVE A WINKY TOKEN. YOU APPEAR RIDING EXPRESSO AROUND TWO THIRDS THROUGH THE LEVEL—IT'S DIFFICULT TO GET BACK HERE, SO MAKE YOUR FIRST ATTEMPT COUNT.



If you aren't interested in locating Bonus Level 26 and the upper ledge, head through the main pathway, starting at the Continue Barrel to the right of the stepped ledges where Espresso "hatched."

Leap on the treetop and stun a Klap-Trap, then jump across and up to the DK Barrel floating above the next tree. As you land, an orange ape with attitude—Manky Kong!—throws a Wooden Barrel at you. Leap over each barrel (he throws one every two seconds), and bop Manky's head.



Rolling isn't recommended here—there are too many gaps to fall through. Collect the five Bananas near your first Manky Kong encounter, and leap to the single palm tree with a Steel Barrel resting on top of it. Take the barrel, but don't throw it!



Camera Piece #22



JUMP TO THE PALM TREE ABOVE AND TO THE RIGHT OF THE ONE WITH THE STEEL BARREL. ATTEMPT THIS JUST AFTER A WOODEN BARREL ROLLS OFF IT TOWARD YOU. QUICKLY JUMP ANOTHER, AND THROW THE STEEL BARREL DOWN THE VINE SLOPE. QUICKLY FOLLOW IT: THIS KNOCKS DOWN A WAITING MANKY KONG. IF THE STEEL BARREL HITS THE ORANGUTAN, IT RELEASES A CAMERA PIECE—A MANKY PICTURE ON PAGE 4 OF YOUR ALBUM.



Collect the three Bananas above Manky Kong, then leap and take three more, jumping to avoid more barrels. Run up the vine, timing a leap to sail over a Wooden Barrel and onto the head of a final Manky Kong.

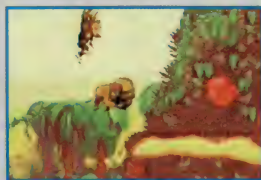
Drop to a small walkway, bopping the head of a Klap-Trap and taking three Bananas. Either continue along the pathway, taking out a Klap-Trap, and

starting another vine romp, or drop down in the middle of these ledges.

KONG Collecting



YOU ARE ENCOURAGED TO DROP DOWN, RUN RIGHT, FOLLOWING A Klap-Trap, AND THEN LEAP ON ITS HEAD. DON'T LEAP AT THE LEFT SIDE OF THE CROC'S ROUTE—YOU'LL JUST LAND ON THE LEDGE ABOVE. TAKE THE "N" LETTER AT THE LOWER LEDGE'S EDGE.



If you want to pass on the second Bonus Level, continue along the route from the ledges with the three Klap-Traps. Leap across to a DK Barrel and smash it before bouncing on the incoming Kritter.

Now run and leap over the incoming barrel, run down the vine, and up another (jump earlier to gain enough height to make it over the barrel). Take care of another Manky Kong, bounce onto another Kritter, and take three Bananas above two trees as the barrels start to rumble at you.



Run up and leap the barrels, and demolish the last Manky Kong before entering a rock-walled area. You land above this zone after finding Bonus Level 26. Below is the entrance to Bonus Level 27. Both are unreachable from your current low ledge.

After you complete this stage's first Bonus Level, you emerge on top of a secret upper ledge that's only accessible via the Bonus Level. If you didn't find the Bonus Level, you reach the area beneath this ledge via some Manky Kong combat and vine running (described earlier)!

Bonus Level 27

NOW COMES A CRAZY PLAN FOR LOCATING THE SECOND OF THE FIVE BONUS LEVELS. FROM THE SPOT WHERE YOU TOOK THE "N" LETTER, CHOOSE DIDDY AND PERFORM A LONG CARTWHEEL INTO A CARTWHEEL JUMP AND KEEP PRESSING . YOU LAND ON A TINY ROCK LEADING TO A PATHWAY.



THIS PATHWAY HAS 10 BANANAS TO TAKE. AT THE LEDGE'S END, CARTWHEEL JUMP TO ANOTHER LEDGE. THIS ONE HOUSING A BANANA BUNCH. THEN CONTINUE RIGHT, CARTWHEEL JUMPING TO A FINAL LEDGE.

MAKE THIS CARTWHEEL JUMP AS LONG AS POSSIBLE. WHEN YOU LAND, PICK UP THE WOODEN BARREL AND CARRY IT RIGHT, TO THE WEAKENED WALL SECTION. THIS LEADS TO THE BONUS LEVEL. YOU ARE UNDER THE LOCATION OF WHERE BONUS LEVEL 26 DEPOSITED YOU.



Collect the Bananas!

YOU APPEAR INSIDE A SMALL CHAMBER WITH THREE WEAKENED PATCHES OF GROUND. YOU WILL LAND ON THESE AFTER LEAPING FROM THE TIRE ABOVE YOU. THE LEFT PATCH HOLDS A BANANA BUNCH. THE MIDDLE PATCH HOLDS A DK BARREL. THE RIGHT PATCH HOLDS A IUP BALLOON. COLLECT THEM ALL AND EXIT; YOU BOUNCE ON THE HEAD OF A MANKY KONG DIRECTLY ABOVE THIS BONUS LEVEL'S ENTRANCE. YOU CAN FALL TO THE RIGHT AND START THE BONUS LEVEL AGAIN IF YOU WANT.





There are two dark patches of earth: one left and one right of your current position. Bounce from the tire to smash these with your heavy landing. Don't push the tire into either of the small pits—you won't have enough height (or reach) to make it to both patches.

The patch to the right yields a DK Barrel. Free your monkey brother, then run left and open up the left patch of earth, releasing an Enguarde Token. You're done in this area, so drop left and rejoin the main walkway after landing on the head of the Manky Kong on the left palm tree (dismount first).

NOTE

THERE'S ANOTHER WAY TO LAND ON THIS UPPER LEDGE! WITH EXPRESSO, COMPLETE BONUS LEVEL 30 AND CLIMB ABOVE THE EXIT CAVE, HEADING LEFT ALONG THE PALM TREETOPS, THEN JUMP AND GLIDE TO THIS AREA'S RIGHT SIDE.



Head right and bounce on the two Kritters in the shallow pit. Then continue to the other side to a Wooden Barrel near the edge of the walkway. You must use this barrel ... three times!

For the moment, leave the barrel and leap across the vine to rid yourself of the barrel-throwing Manky Kong on the tree to the right. Then return for the Wooden Barrel and drop off the ledge into another area of ledges.

Bonus Level 28



YOU HAVE A CHOICE OF TWO WEAKENED WALLS. THE NEAREST ONE IS PAST THE BOUNCY TIRE AND DOWN THE NEXT GAP INTO A NARROW PIT WITH ANOTHER TIRE AT THE BASE. RUN INTO THE LEFT WALL TO ENTER THIS STAGE'S THIRD BONUS LEVEL.

Collect the Prizes!



YOU APPEAR INSIDE A SMALL CHAMBER WITH TWO WEAKENED PATCHES OF GROUND. LEAP FROM THE TIRE ABOVE YOU AND LAND ON THESE. BOTH PATCHES HOLD A 1UP BALLOON. COLLECT THEM AND EXIT; YOU APPEAR BY THE WOODEN BARREL YOU JUST USED TO ENTER THIS PLACE! NOW YOU CAN REENTER, OR TRY ANOTHER BONUS ROOM.

Bonus Level 29

THE FOURTH BONUS ROOM IS IN ALMOST THE SAME AREA. PICK UP THE WOODEN BARREL, DROP ONTO THE UNDULATING LEDGES, OVER THE BOUNCY TIRE, AND OVER THE PIT THAT LEADS TO BONUS LEVEL 28. RUN DOWN THE STEP AND INTO THE RIGHT WALL TO UNLOCK THE ENTRANCE.



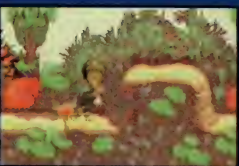
KONG Collecting KONG



YOU APPEAR INSIDE A SMALL CHAMBER WITH A WEAKENED PATCH OF GROUND. LEAP FROM THE TIRE ABOVE YOU AND LAND ON THIS. THE PATCH HOLDS YOUR FINAL "G" LETTER. COLLECT IT AND EXIT; YOU APPEAR ON THE TIRE TO THE RIGHT OF THE WOODEN BARREL YOU JUST USED TO ENTER THIS PLACE! NOW YOU CAN REENTER, OR TRY ANOTHER BONUS ROOM.

Bonus Level 30

WITH THE WOODEN BARREL (IT REAPPEARS AFTER YOU ENTER EVERY BONUS LEVEL), SMASH THE WEAKENED WALL NEAR THE LEVEL'S EXIT. PICK UP THE BARREL, CROSS THE VINE WALKWAY, ONTO THE UPPER GROUND, DOWN TWO STEPS, AND INTO THE RIGHT WALL NEXT TO THE RED ARROW EXIT SIGN. LEAP OVER THE KRITTER SO YOU DON'T LOSE THE BARREL!



Find the Exit!



YOU ENTER A LONG VERTICAL CHAMBER. THE ONLY GROUND TO LAND ON IS AT THE ENTRANCE AND EXIT AT EITHER END. SMASH THE CRATE AND MOUNT EXPRESSO, AND JUMP UP AND RIGHT. FLAP SLOWLY DOWN THROUGH FOUR "BANANA ARROWS." THERE ARE 40 TO GRAB.

CONTINUE TO FLAP SO YOU LAND ON THE OPPOSITE LEDGE AND CLAIM THE 1UP BALLOON. THEN EXIT (OR FALL INTO THE GAP TO EXIT). YOU APPEAR OUT OF AN EXIT HOLE NEXT TO THE LEVEL EXIT.

Wooden Barrel if you missed any of the final three Bonus Levels. Then strut on out of this place.



Hop left over the walkway and deal with that Kritter before moving back to the



Orang-Utan Gang: Plan of DK Attack

"S" Ranking Difficulty: INSANE!

Preferred Kong: EITHER

High Score to Beat: 189,500

Bonus Level 26: IGNORE

Bonus Level 27: ENTER

Bonus Level 28: IGNORE

Bonus Level 29: ENTER

Bonus Level 30: IGNORE



ROLL THROUGH THE RED KRITTERS, AND AT THE Klap-traps, QUICKLY BOUNCE ON BOTH (X2). CARTWHEEL AND JUMP BACK RIGHT TO GRAB THE 5 TIME BONUS NEAR THE FIRST DK BARREL. LEAP EARLY OR ROLL THROUGH THE KRITTERS, THEN CARTWHEEL INTO THE 5 TIME BONUS AND LEAP INTO THE "K" AS THE ZINGER FLIES LEFT OF YOU.



DOUBLE ROLL THE TWO KRITTERS, THEN LEAP AND BOUNCE ON THE OTHER TWO (X2, X2). USE EXPRESSO TO PICK UP THE 20 TIME BONUS NEXT TO THE "O" (THERE'S TWO 5 TIME BONUSES AT THE LEDGES). FLAPPING TO THE FIRST BONUS LEVEL TAKES TOO LONG.



RID YOURSELF OF EXPRESSO AND BOUNCE ON THE Klap-trap, HIT THE MANKY KONGS, AND DEMOLISH THE Klap-traps. CONTINUE THIS TO THE LARGE LEDGE, THEN BOP THE TWO

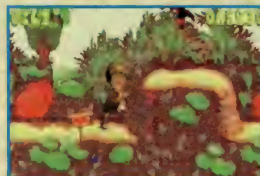
KRITTERS (X2) AND TAKE THE 10 TIME BONUS. THE 5 BONUS UP TOP IS AVAILABLE AFTER THE FIRST BONUS LEVEL BUT TAKES TOO LONG TO REACH.



FLEE PAST THE BARREL, BOP THE MANKY KONG, ROLL THROUGH THE KRITTER, AND BOUNCE UP ABOVE THE CAVE EXIT TO CLAIM A 10 TIME BONUS. THIS ISN'T THE BEST WAY TO EXIT THIS LEVEL THOUGH—CARTWHEEL JUMP AT THE "N" THROUGH A 20 TIME BONUS.



CONTINUE ALONG THE LOWER PATH, CARTWHEEL JUMP INTO A SECOND 20 TIME BONUS (JUMP LATE!), AND CARRY THE BARREL INTO THE SECOND BONUS LEVEL. QUICKLY COLLECT THE PRIZES (AND THE 5 TIME BONUS IN THE TOP RIGHT CORNER) AND EXIT.



OF THE LAST THREE BONUS LEVELS, ONLY #29 IS WORTH YOUR TIME, AS YOU'RE AWARDED A HIGH-POINT "G." FORGET ALL BONUS LEVELS EXCEPT #27 IF YOU WANT TO FINISH WITH MORE THAN 30 SECONDS TO SPARE.

Vine Valley Area #5: Clam City

Simian Strategy

This is almost too easy after the rigors of Orang-Utan Gang, but Clam City does have its fair share of nasty surprises; find Enguarde early on! Then it's plain swimming, ramming the fish, and dodging the pearls spat out by the Clambos. You'll also meet both Chomps Jr. and the bigger Chomps themselves. Slowly line up Enguarde's snout for attack here. After boosting through three Croctopi, the final Clambo is a real fiend; watch where each of the five pearls goes, or one may hit you when you try for your final Letter.

Preferred Kong: Either

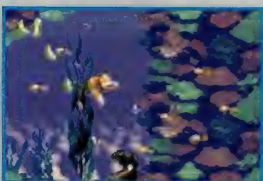
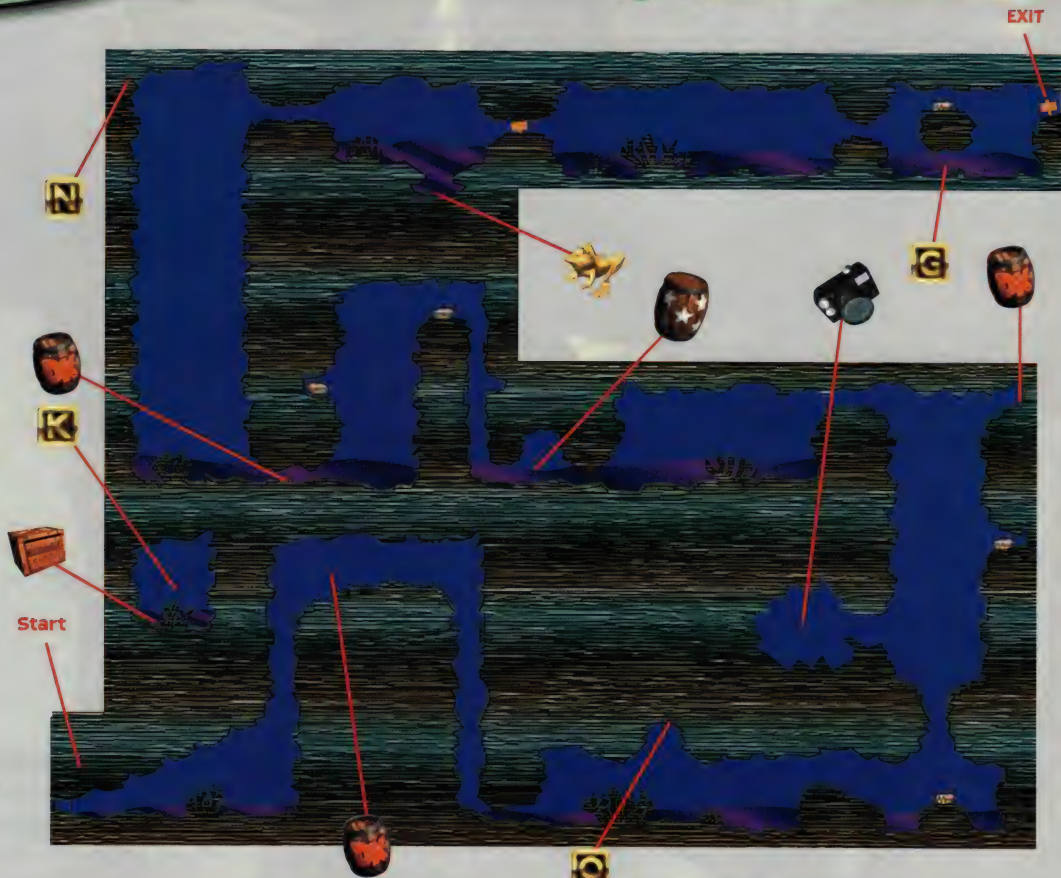


Creature Feature

Critter	Number
CLAMBO	-----10
BITESIZE	-----7
CHOMPS JR.	-----7
CHOMPS	-----5
CROCTOPUS	-----3

Chimp Checklist

Item	Notes
ANIMAL FRIEND	ENGUARDE
BARRELS	DK BARRELS: 3 WARP BARREL: NO
CAMERA PIECES	#23: CLAMBO; FIRST FLOOD, PART I
TOKENS	WINKY



Take your Kong and swim right. As the chamber widens, you see an invincible Clambo in the bottom right corner. Keep low, swim at it, collect the Banana Bunch to its left, and swim straight up to avoid that dangerous pearl it shoots up.

KONG Collecting



GET YOUR SADDLE READY—WE'RE GOING SWORDFISH RIDING! SWIM UP THE NARROW PASSAGEWAY, AND KEEP PRESSING UNTIL YOU SWIM THROUGH THE CORAL WALL AND INTO A LARGE RECTANGULAR CHAMBER. NAB THE "K" LETTER; THERE'S AN ENGUADE CRATE UNDER IT!



Mount your swordfish, and boost him right, back into the main route, and through the DK Barrel. After the barrel come three Bananas and a drop. At the drop's start, watch for a Bitesize swimming in from the right. Spike it!

Halfway down the drop is a Clambo in an alcove. Stay in the middle of the tunnel so both pearls pass either side of you, then continue down.

At the drop's bottom, boost right, collecting three more Bananas.

KONG Collecting



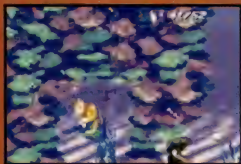
RAM TWO BITESIZES NEAR THE BOTTOM OF THE OPEN SPACE. THEN TWO MORE, AND THEN RISE UP TO CLAIM A FIFTH NEAR THE CONTINUATION OF THE TUNNEL AND THREE BANANAS. TURN LEFT AND STRAFE THE TOP OF THE OPEN AREA—THE "O" LETTER IS TUCKED AWAY IN AN UPPER ALCOVE! DEAL WITH THE REMAINING THREE FISH.



Pass over a coral hump, then watch out for another Clambo. Wait for it to spit out two pearls in diagonal directions, quickly float over it, and drop right to claim a Banana Bunch. Swim directly up, dodging another pearl, and up through the narrow tunnel entrance and three more Bananas.



Camera Piece #23



AS THE TUNNEL WIDENS, YOU SEE A CLAMBO IN AN ALCOVE ON THE LEFT WALL. THIS CLAMBO IS GUARDING A CAMERA PIECE. SWIM SO YOU'RE NEXT TO THE CLAMBO (AND BOTH PEARLS PASS ABOVE AND BELOW YOU). AS IT FIRES, WAIT FOR THE PEARLS TO PASS, THEN DASH INTO THE ALCOVE FOR THE CAMERA PIECE—THE CLAMBO PICTURE ON PAGE 2 OF YOUR ALBUM.



Back in the big upward tunnel, stay in the middle, collect two more Bananas, and avoid a Clambo with two

diagonally shooting pearls. At the tunnel's top, spear a Chomps Jr. and ram the DK Barrel in the upper corner.



TIP

AS WITH ANY SWIMMING LEVEL, IF YOU HIT AN OBJECT WHILE SWIMMING WITH ENGUARDE, QUICKLY FOLLOW THE SWORDFISH AND REMOUNT HIM BEFORE HE ESCAPES! THIS IS PARTICULARLY HELPFUL WHILE DODGING CLAMBO'S PEARL ATTACKS.



Head left, through three Bananas, and ram the Chomps Jr. swimming at you. No swordfish? Then carefully wind through six sharks in this large square chamber, heading diagonally left and downward. Got Enguarde? Then stab your cares away.

Swim left, into a 10-Banana arrow, and break the Continue Barrel in the alcove. Swim left and up another tunnel, staying right to avoid the Clambo pearl shot from along the right wall.



At the top of the tunnel, head left, over a Clambo (after it spits its three pearls). Ignore the Winky Token above you; you grab this later. Watch this Clambo as it fires three pearls

straight up, left, and right. Swim over just as the upper pearl is launched.

Continue swimming down, staying right and ignoring the Clambo on the left wall. When you pass it, head left into a DK Barrel in a small tunnel entrance. Now comes your second brush with five Chomps!



The first heads right, just as you emerge from the DK Barrel. Spike it (or swim up slightly to avoid it). Then hug the right wall to avoid the second shark (or spear it with Enguarde). The third Chomps swims to the middle, then back to the right, and is tricky to avoid.

Move left and around the third shark (or ram it!), then watch the swimming pattern of the fifth Chomps; it never gets completely over to the right, leaving you space to swim upward. Spike with Enguarde!

KONG Collecting



THE FINAL CHOMPS SWIMS ONLY FROM THE RIGHT WALL TO THE MIDDLE, AND IT'S EASILY DODGED OR RAMMED. MAKE YOUR WAY TO THE VERY TOP OF THIS PASSAGE, IGNORE THE THREE BANANAS IN THE NEXT AREA, AND SWIM TO THE TOP LEFT. COLLECT THE "N" LETTER.



Now swim right to collect those three Bananas, and head to the bottom of the large open tunnel. If you don't, you'll be struck by one of five pearls fired from an extremely annoyed Clambo. Wait for the left pearl to pass by, then dive down and claim that Winky Token you saw earlier.



TIP

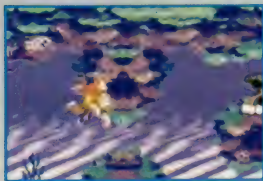
IF YOU SWIM ALONG THE VERY TOP OF THIS AREA, THE CLAMBO WON'T SEE YOU OR FIRE ANY PEARLS. IF YOU CAN'T SEE IT, IT CAN'T FIND YOU!



Now swim left, up and around the Clambo, and into a small tunnel with three Bananas and a red arrow exit sign propped against the coral. You're almost out of here. Keep in the middle of the larger open area, and wait for an invincible Croctopus to pass down to your right.



There are three Croctopi, the two outer ones moving in a clockwise square, and the middle one counter-clockwise. Swim past the first, slowly moving right and dodging the second, and then the third. This is easy if you stay in the middle.



Swim through the small gap, then watch out for a final Clambo guarding your last Golden Letter. Clambo fires five pearls, so you must swim with precision to grab this Letter. You can ignore it and swim over the Clambo and exit, but where's the fun in that?

KONG Collecting

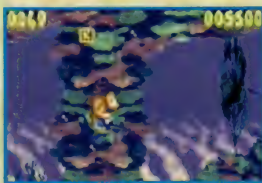
KONG



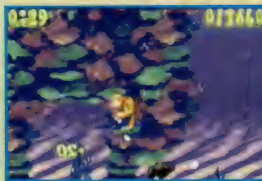
WAIT FOR THE PEARLS TO BE SPAT, AND QUICKLY SWIM STRAIGHT DOWN, INTO THE "G," AND BOOST RIGHT WITHOUT SWIMMING UP. YOU EXIT THE CLAMBO'S FIRING AREA. IF YOU'RE HIT, DON'T WORRY IF YOU HAVE TWO KONGS OR ENGUADE; JUST COLLECT THAT "G" AND RAPIDLY MOVE UP AND RIGHT, OUT OF CLAM CITY VIA THE EXIT HOLE.

Clam City: Plan of DK Attack

"S" Ranking Difficulty: NORMAL
Preferred Kong: EITHER
High Score to Beat: 89,340



COLLECT THE BANANA BUNCH BY THE CLAMBO, THEN FLEE UP AND LEFT, INTO THE HIDDEN ROOM WITH THE "K" AND ENGUADE. IMPALE THE BITESIZE, AND AT THE CLAMBO, PASS AFTER THE PEARLS, CLAIM THE 5 TIME BONUS, AND SHOOT DOWN.



COLLECT THE "O" AND STAB FOUR BITESIZES, THEN DROP LEFT OF THE CLAMBO TO CLAIM A 5 TIME BONUS. THE BANANA BUNCH IS OPTIONAL. HEAD TO WHERE THE CAMERA PIECE WAS, THEN SWIM UP AND LEFT AROUND THE CLAMBO AND TAKE THE 20 TIME BONUS.



SWIM RIGHT, CLAIM THE 15 TIME BONUS NEAR THE RIGHT CLAMBO, RAM THE CHOMPS JR., AND DEAL WITH ALL THE OTHER SHARKS IN THE NEXT CHAMBER. TWO 5 TIME BONUSES (TOP LEFT AND BOTTOM RIGHT CORNERS) MAKE THIS WORTHWHILE.



WITH AROUND A MINUTE LEFT, PASS THE CONTINUE BARREL. NAVIGATE THE CLAMBO'S AS NORMAL, BUT STAY RIGHT AS YOU GO DOWN, AND GRAB THE 5 TIME BONUS. HEAD UP THE MIDDLE OF THE CHOMPS, RAMMING AS MANY AS POSSIBLE.



COLLECT THE "N," THEN SWIM OVER THE CLAMBO AND TAKE THE 5 TIME BONUS. STAY IN THE MIDDLE OF THE CROCTOPI AS A 10 TIME BONUS IS THERE. SWIM PAST EACH ONE AS IT MOVES UP OR DOWN FROM YOU.



IT'S MORE IMPORTANT TO GET BOTH KONGS AND ENGUADE OUT INTACT, SO SWIM OVER THE CLAMBO IF YOU HAVEN'T FIGURED OUT TO STOP JUST LEFT OF THE "G" AS THE PEARLS PASS, AND THEN SWIM RIGHT TO AVOID THE NEXT VOLLEY. NOW EXIT!

Vine Valley Extra Area: Cranky's Cabin

Detour your path on the other side of the great K.Rool bridge by a short visit to Cranky Kong, who's set up his hut nearby. He offers advice when you need it. Come back here if you need information, especially when you've found all the Bonus Levels and want to find remaining Camera Pieces!



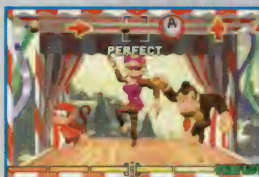
Vine Valley Extra Area: Candy's Dance Studio



Candy's erected her tent deep in the woods, and she urges you to take a break from barrel bashing and get your toes tapping instead! We're afraid the dancing is mandatory—you must finish this for a Camera Piece!

Follow Candy's instructions and get as many perfects as possible during the song. If you're playing a two-player game, the button presses are randomly generated. If you're playing the game in single-player mode, the moves always follow the

pattern shown below. Note the increase directions and (A) and (B) button usage. Memorize it to win!



Chimp Checklist

Item	Notes
CAMERA PIECES	#24: CANDY'S SCENE; PART 3 OF 6

Camera Piece #24



REFER TO THE "TRAINING" SECTION TO LEARN HOW TO REALLY GET YOUR GROOVE ON! THE FIRST TIME YOUR DANCING GENERATES ENOUGH 'HITS' AND 'PERFECTS' TO GET YOUR CURSOR INTO THE FAR RIGHT BAR, OR "PERFECTION" ITSELF, YOU ARE AWARDED CAMERA PIECE #24—THE THIRD PART OF SIX PICTURES KNOWN AS CANDY'S SCENE. YOU ALSO RECEIVE A BLUE SUP BALLOON! IF YOU SCORED IN ANY OF THE BARS TO THE LEFT, YOU DON'T WIN ANYTHING.

NOTE

REMEMBER, STUFF-STRUTTERS, KEEP PRACTICING THIS DANCE UNTIL YOU ACHIEVE A PERFECT RATING (ALTHOUGH YOU ARE ALLOWED ONE MISTAKE). WHEN YOU ACHIEVE THIS, CANDY AWARDS YOU WITH A PICTURE OF HERSELF! THIS IS WON AFTER YOU CLAIM YOUR "CANDY SCENE" PICTURE BUT CAN BE CLAIMED ON ANY DANCE STUDIO STAGE. WE RECOMMEND YOU ATTEMPT THE DANCE IN THE KONGO JUNGLE, AS THIS IS THE EASIEST DANCE TO PERFECT!

Vine Valley Area #6: Temple Tempest

Simian Strategy

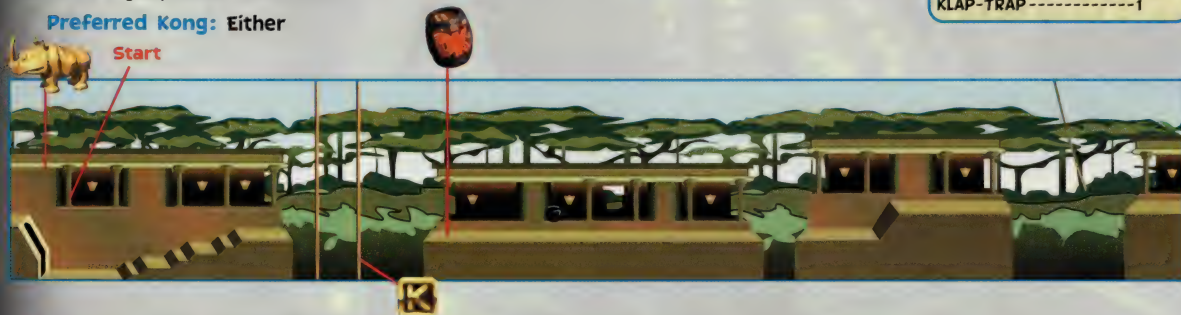
Although the temple environments are sturdier than your treetop leaping, this zone has its fair share of frightening moments—usually accompanied by incoming Millstones; all six of them chase you, meaning you can't stop or make a mistake unless you want to be squished! Use careful jumping, and bounce on tires to continuously keep moving, even when you're seemingly trapped in a pit. Ditch Expresso in this zone, as it's slightly easier without him.

Preferred Kong: Either



Creature Feature

Critter	Number
GNAWTY	-----14
GNAWTY MILLSTONE	--6
NECKY (FLYING)	-----11
KRITTER (BLUE)	-----12
ZINGER (ORANGE)	-----2
ZINGER (YELLOW)	-----1
KLAP-TRAP	-----1





Bonus Level 31



Bonus Level 32



Chimp Checklist

Item	Notes
ANIMAL FRIEND	EXPRESSO
BALLOONS	RED: 1 (BONUS LEVEL 31)
BONUS LEVELS	2
BARRELS	DK BARRELS: 2 WARP BARREL: NO
CAMERA PIECES	#25: MADDENING MILLSTONE
TOKENS	RAMBI RAMBI (BONUS LEVEL 32)



When you waddle into view, wait for an incoming Grawty to trot your way, then leap on its head. With the extra height you can move \leftarrow and tumble up and left, onto the roof of the entrance, and claim the hidden Rambi Token up here.

KONG Collecting

KONG



BACK ON THE GROUND, RACE UP THE STEPS, ROLL THROUGH BOTH THE REMAINING GRAWTIES, AND MAKE IT TO THE EDGE OF THE STAIRS. AHEAD IS A ROPE. JUMP AND GRAB HOLD OF ITS BOTTOM WITHOUT SLIPPING OFF! RIDE THE ROPE THROUGH THE "K" LETTER FLOATING AT THE BOTTOM OF THE ROPE, IN THE MIDDLE OF THE GAP.



On the other side of the gap, leap onto solid ground, pick up the DK Barrel, leap over the Grawty, and run under the Millstone. As soon as you pass it, it begins to chase you!

As you start to run, leap up to catch two floating Bananas, jump immediately as you land to hit a Grawty, and bounce off it into two more Bananas. Don't leave this too late as you can be bounced off the edge and into the gap ahead. If you mistime it (or are carrying the DK Barrel), ignore the Grawty.

Bonus Level 31



LEAP THE GAP, AND JUMP THE SLOPING TEMPLE ROCK ONTO THE HIGHER GROUND. THE MILLSTONE COMES TO REST IN THIS AREA, SO JUMP ONTO THE UPPER FLAT WALKWAY. HOWEVER, YOU SHOULD HAVE CARRIED THE DK BARREL TO THIS SLOPE—SMASH THE BARREL IN HERE TO REVEAL YOUR FIRST BONUS LEVEL!

Find the Exit!



YOU APPEAR ON A LEDGE. IN FRONT OF YOU ARE 11 NECKIES IN A LINE. JUMP ON THE FIRST, AND CONTINUE BOPPING EACH ONE AS YOU CONTINUE ALONG THE LINE. YOU GET A 1UP BALLOON IF YOU HIT SIX OR MORE! AT THE END OF THE LINE IS A CRATE HOLDING EXPRESSO. RIDE HIM OUT OF THE EXIT TO THE RIGHT. YOU APPEAR DIRECTLY ABOVE THE ENTRANCE TO THE BONUS LEVEL; RETURN IF YOU WANT MORE 1UP BALLOONS!



Expresso isn't really needed for this level, but he does make outrunning the Millstones a little easier, if you remember how to make him glide (which you should have attempted in Orang-Utan Gang). Start by running right.

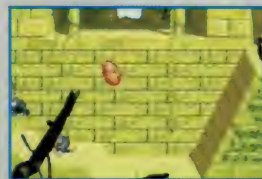
Jump through four Bananas, grab the rope (or flap with Expresso) and cross the gap to the ground. Run under the Millstone, and over three incoming Grawties. Don't jump onto them, as this plays havoc with your landing, and you'll either slow and be struck by the Millstone, or overshoot the path's edge and fall into the gap ahead. Roll into them if you must take them out.

KONG Collecting

KONG



NOW LEAP AND GRAB THE FIRST ROPE (OR START FLAPPING WITH EXPRESSO), AND JUMP AS YOU REACH THE TWO BANANAS ON EITHER SIDE OF THE "O" LETTER FLOATING BETWEEN YOUR ROPE AND THE NEXT ONE. DON'T DELAY—THE MILLSTONE IS CHASING YOU!



Grab the second rope, swing across, leap onto the ground to the right, and run down the shallow steps, Cartwheeling through the Grawties or jumping to avoid them. Leap at the vertical rope, and climb up it as the Millstone stops under you.

Instead, jump from the rope's top, into the Continue Barrel, and head down the sharp slopes to a DK Barrel flanked by two Bananas. As you near it, three blue Kritters move down the shallow steps to your right.



Bounce or roll through them, ascend the steps, and check the Millstone ahead; a Camera Piece lies inside. Leap onto the rope above the Millstone (taking the three Bananas), and then jump right.



Camera Piece #25



AS YOU LAND ON THE GROUND, THE MILLSTONE STARTS TO CHASE YOU. RUN RIGHT, CLIMB UP THE VERTICAL ROPE AND STAY THERE, LETTING THE MILLSTONE PASS UNDER YOU. THEN LEAP LEFT, HEADING TO THE SMALL PIT WHERE THE MILLSTONE WAS. UNCOVER CAMERA PIECE #25, A PICTURE OF A SHARK THAT GOES ON PAGE 2 OF YOUR ALBUM.



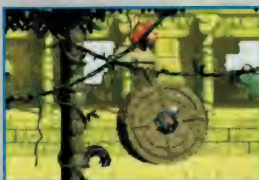
Return to the vertical rope, leap onto it then off to the ground to the right. With the Millstone gone, you don't need to rush this next set of steps. Leap the orange Zinger

(collect the two Bananas), and the second identical Zinger (and the Bananas).

KONG Collecting



EITHER IGNORE THE BONUS LEVEL, LEAP TO THE THIRD ROPE, AND ONTO THE WALKWAY, USING A TIRE TO BOUNCE TO THE TOP OF THE LEDGE, OR DROP HERE AFTER YOU PLAY THE BONUS LEVEL. LEAP OFF THIS LEDGE TO THE RIGHT, LANDING HEAVILY, DISLORGING THE "N" LETTER.



Bounce up the shallow steps, taking out the three Kritters (via rolling or leaping), and descend a shallow set of

steps where you find three Bananas and another trio of Kritters—stomp on the Kritters. Continue until you reach a gap. Leap onto the platform with the tire sticking out of it (claiming the three Bananas above it).

Bounce to the other side, and move to a Millstone with a tire behind it. Bounce up to the platform above the tire. Land to the right of the Millstone and start running!



TIP

YOU CAN CARTWHEEL JUMP RIGHT FROM THE PLATFORM TO GET THE MILLSTONE MOVING, AND JUMP LEFT TO AVOID BEING CHASED BY IT.



Run to the walkway's edge, leap onto the tire platform, across and through two Bananas onto a second tire platform, and to the other side. Run onto a tire, and leap up to collect a Banana Bunch. Or, simply leap to the Bunch without the tire.

That Millstone is still chasing you! Run and leap onto a tire platform, and another (ignore the Zinger between them as long as you don't stop). Bounce off the tire platform onto a ledge to the left of a sloping drop.



Cartwheel Jump across the sloped "V" shape, collecting the Banana Bunch and

landing on the other side. Didn't leap far enough? Then bounce up and right on the tire below, before the Millstone stops here!

Descend the shallow steps (there are nine Bananas to take), and control your excitement at the red arrow exit sign. You have a final Millstone to avoid! Leap over it, and move up the steps. Roll through the three incoming Kritters. Do *not* jump at them!



Quickly leap to the rope and climb it—the Millstone drops down the gap below. Ride the rope right, leap right onto the exit walkway, and take the three floating Bananas on the way to the landing. Now exit ... after one last important task!

Bonus Level 32

AT THE NEXT GAP, LEAP ON THE FIRST ROPE, THEN TO THE SECOND, WHICH HAS A SUBTLE HINT TO THE LOCATION OF THE NEXT BONUS LEVEL—A MASSIVE 10-BANANA ARROW! TAKE THE BANANAS (CLING LEFT AND RIGHT ON THE ROPE), THEN SLIDE DOWN INTO THE BONUS BARREL BELOW.



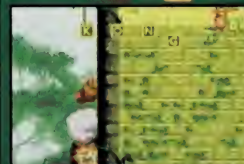
Bash the Baddies!



YOU APPEAR IN A SMALL CHAMBER WITH A Klap-TRAP SCURRYING LEFT AND RIGHT. LAND ON ITS HEAD, AND IT RELEASES A BANANA BUNCH. GRAB THIS FRUIT QUICKLY BEFORE IT DISAPPEARS (IN AROUND THREE SECONDS!). THEN TRY THIS PLAN AGAIN (UP TO 10 TIMES) FOR MORE BUNCHES. IF YOU EXPLODE THE Klap-TRAP AFTER IT RELEASES ALL ITS FRUIT, YOU RECEIVE AN EXTRA

PRIZE—A RAMBI TOKEN! IF EITHER CROC HITS YOU, YOUR BONUS LEVEL ENDS. YOU DROP DOWN ONTO A LEDGE ON THE NEXT WALKWAY TO THIS BONUS LEVEL. THIS MEANS YOU CAN RETURN FOR MORE Klap-TRAP CRUSHING!

KONG Collecting



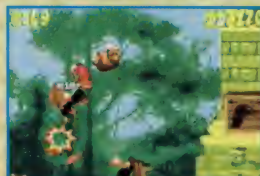
DON'T FORGET THE FINAL KONG GOLDEN LETTER! LEAP LEFT, BACK ON THE ROPE, AND DROP DOWN FROM IT, FALLING NEXT TO THE EDGE OF THE EXIT STRUCTURE. YOU'LL GET A "G" LETTER AND A BARREL CANNON FIRING YOU BACK UP ONTO THE ROPE. NOW EXIT!

Temple Tempest: Plan of DK Attack

'S' Ranking Difficulty: HARD
Preferred Kong: EITHER
High Score to Beat: 385,320
Bonus Level 31: ENTER
Bonus Level 32: IGNORE



BOUNCE UP THE THREE GNAWTIES (X3), CHOOSE FROM THE "K" OR THE 5 TIME BONUS AT THE TOP OF THE ROPE, AND WHEN YOU'RE CHASED BY THE FIRST MILLSTONE, CARRY THE DK BARREL INTO THE FIRST BONUS LEVEL. IF YOU FORGET THE BARREL, IGNORE THE BONUS LEVEL AND DROP INTO THE GAP AND THEN JUMP TO COLLECT THE 5 TIME BONUS.



ENTER THIS FIRST BONUS LEVEL WITHOUT DELAY! YOU CAN RACK UP THE BIGGEST COMBO OF THE GAME—BOUNCE ALONG ALL 11 NECKIES FOR A SCORE WELL INTO THE 200,000S! EXIT WITHOUT EXPRESSO.



FOLLOW THE REGULAR WALKTHROUGH DIRECTIONS, AND ROLL THROUGH THE THREE GNAWTIES (X3) AND RUN TO THE THIRD MILLSTONE. AFTER THE 5 TIME BONUS, ROLL THROUGH

THREE MORE GNAWTIES (X3). AFTER THE "O," ROLL THROUGH THREE MORE GNAWTIES (X3).



AT THE TOP OF THE ROPE NEXT TO THE CONTINUE BARREL, TAKE THE 5 TIME BONUS AND WITH AROUND 45 SECONDS LEFT ON THE CLOCK, SMASH THE DK BARREL AND BOUNCE ON THE THREE KRITTERS (X3).



LET THE NEXT MILLSTONE CHASE YOU, AS YOU'LL COVER MORE

GROUND. COLLECT THE BANANAS IN THE ARROW, BUT DON'T DROP INTO THE BONUS LEVEL (IT TAKES TOO LONG). THROUGHOUT THE NEXT SERIES OF WALKWAYS, BOUNCE ON TWO SETS OF THREE KRITTERS (X3, X3).



AT THE FIRST BOUNCING TIRE ISLAND, CLAIM THE 20 TIME BONUS, BOUNCE ON THE TIRES (INCLUDING THE ONE TO THE 5 TIME BONUS AND THE 10 TIME BONUS AT THE TOP OF THE V PIT). ROLL THROUGH THE FINAL THREE KRITTERS (X3), AND JUST BEFORE THE EXIT, DROP DOWN TO THE BARREL CANNON AS THERE'S A 20 TIME BONUS ABOVE IT.

Vine Valley Boss Area: Bumble B. Rumble

THREAT LEVEL: MEDIUM
PREFERRED KONG: DONKEY
CAMERA PIECES: #26 (INSPECT THE INSECT)



Uh-oh! You've waltzed in on a stack of big Bananas, and didn't send Cranky in to sort out the massive Zinger that's lurking here! Her name is Bumble B., and she's ready to attack with her spiky form, and her buddies arrive constantly throughout the battle! She starts by

swooping up and down the room, left and right, homing in on you.



Camera Piece #26



MOVE TO THE MIDDLE OF THE BOSS AREA, NEAR WHERE THE BUNCH OF BANANAS STICK OUT. BEFORE BUMBLE B. STRIKES, GROUND SLAP WITH DONKEY KONG AND OUT POPS A CAMERA PIECE—A ZINGER PICTURE IN YOUR ALBUM. NOW GET BACK TO FIGHTING!



TIP

TO BEAT THIS BOSS IN SECONDS, AND WITHOUT SERIOUS CHIMP CARNAGE, SELECT DONKEY KONG (AS HE CARRIES THE BARRELS ABOVE HIS HEAD), AND THEN RUN INTO BUMBLE B. DON'T WASTE TIME THROWING THE BARREL; LET HER CRASH INTO IT!

AS SHE BACKS UP TO FORM HER FLYING POSSE, GRAB A BARREL AND RACE THERE BEFORE THEY APPEAR, AND STAND UNDERNEATH HER. POSITION YOURSELF JUST TO HER LEFT, AND YOU CAN TAKE OUT MOST (AND SOMETIMES ALL) OF THE BEES IN FORMATION, BEFORE THEY EVEN APPEAR! EASY VICTORY IS ASSURED!





As combat begins, follow the advice in the nearby Tip. Pick up the Wooden Barrel that falls on the ground, and throw it at Bumble B. as she swoops in (or run into her with it using Donkey). She flashes red and backs up to the right.

She first forms a posse of six Zingers that rotate around her. She then swoops up and down, moving to the screen's far

left, then far right until you dispatch all the small Zingers. Use the barrel, attacking from behind, and run under the group of bees as they rise up.



The next formation has two Zingers in front, one underneath, and two at the back. Attack in the same manner, throwing or ramming the group of bees as they descend. Bumble

B. quickens the pace during each formation.

Strike her again, and she backs up to summon formation three. Five Zingers surround Bumble B., but two of them fly in a larger circle and are much more dangerous. Take care of them first.



Bumble B.'s final form, after you hit her once more, consists of five Zingers in a

line in front of her, creating a "wall of bees." Fortunately, Wooden Barrels can deal with this formation in no time. With this last posse out of the way, throw one more barrel at Bumble B.

She staggers backward and slumps in a heap. Cue giant Banana and crotchety old chimp! After you hand over your big fruit, you'll need all that fur for the next series of devious stages—climb every mountain in Gorilla Glacier!



Welcome to Gorilla Glacier



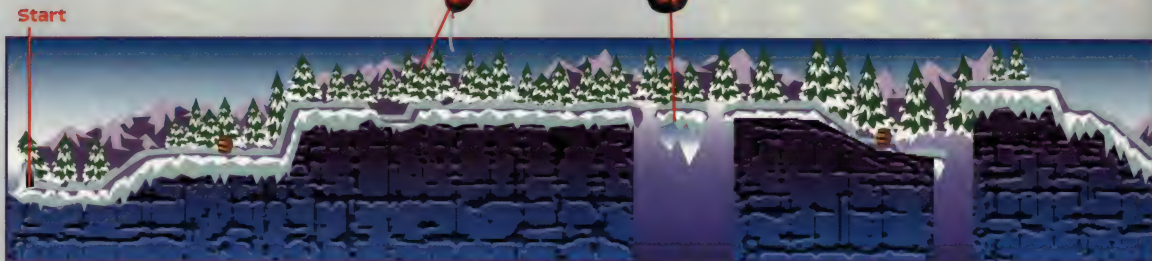
You spend most of the time in icy outdoor environments, freezing your fur off and stopping sooner than expected to avoid a nasty fall. Some of the stages are initially confusing (such as Ice Age Alley and Slipslide Ride) and you may think the exit is never coming—hang in there and pull off an eventual completion. Then return to master the stages.

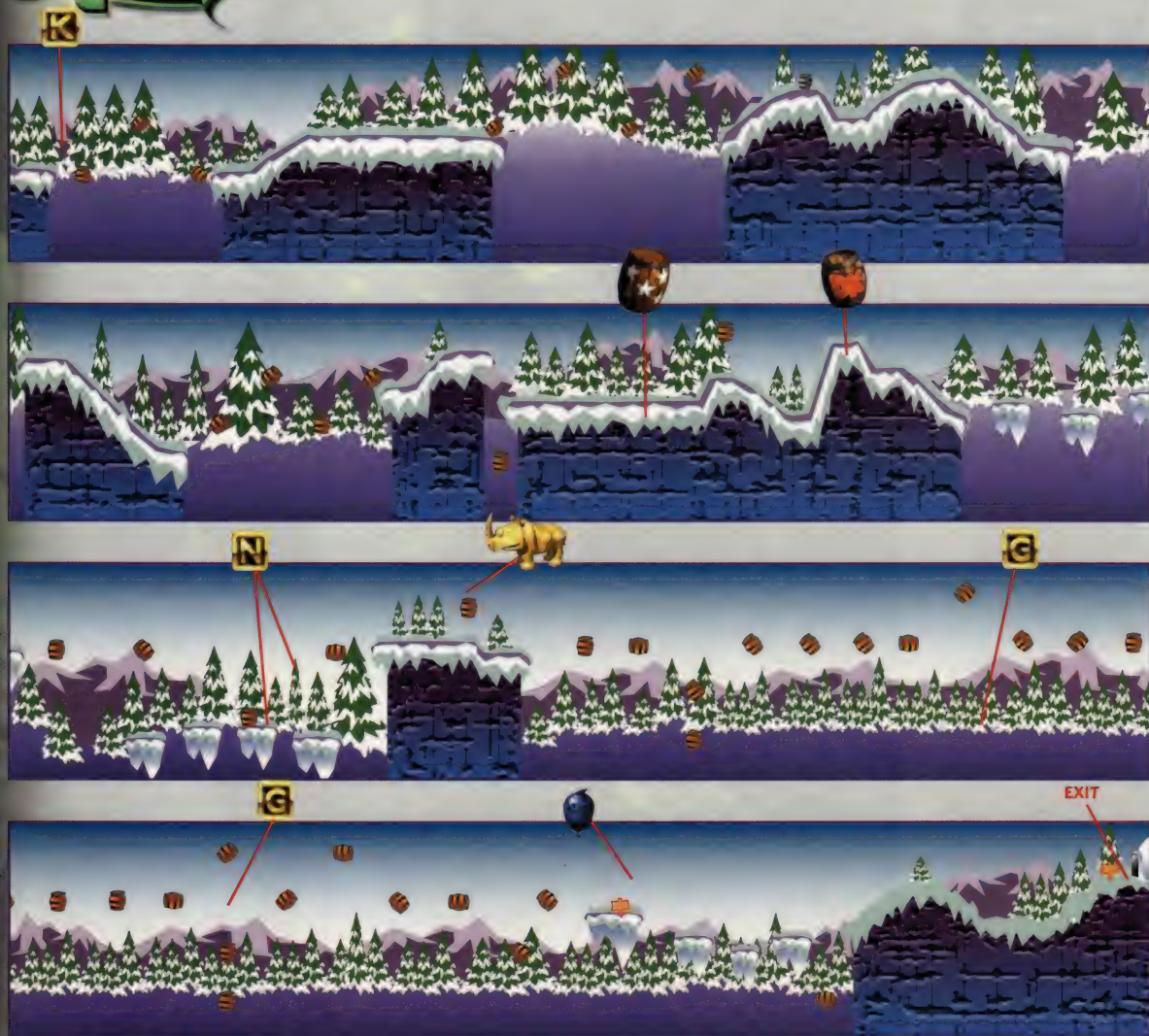
Gorilla Glacier Area #1: Snow Barrel Blast

Simian Strategy

The ground is slippery here, so react to gaps quicker than usual. The Zingers floating around barrels are difficult to avoid—unless you take the massive shortcut through the final third of the level, missing the horrific Barrel Cannon blasting!

Preferred Kong: Donkey





Bonus Level 33



Bonus Level 34



Bonus Level 35



Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1
BONUS LEVELS	3
BARRELS	DK BARRELS: 3 STEEL BARRELS: 1 WARP BARREL: NO
CAMERA PIECES	NONE
TOKENS	WINKY (BONUS LEVEL 33) RAMBI

Creature Feature

Critter	Number
NECKY (FLYING)-----	19
KLAP-TRAP (TURQUOISE)---	10
ZINGER (GREEN)-----	7
ZINGER (YELLOW)-----	5
ZINGER (BLUE)-----	4
GNAWTY-----	4
KRUSHA-----	1
ZINGER (ORANGE)-----	1

Bonus Level 33

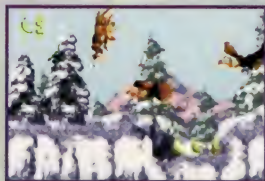


AT THE START, SPOT A FLAPPING NECKY AND A BANANA HOVERING ABOVE THE ENTRANCE IGLOO. JUMP UP AND LEFT, ONTO THE IGLOO, AND WAIT FOR THE NECKY TO REACH YOU. LEAP ON ITS HEAD, USING THE EXTRA HEIGHT TO BOUNCE THROUGH THE BANANA, INTO AN OFF-SCREEN BONUS BARREL.

Stop the Barrel!



A WINKY TOKEN RANDOMLY FLASHES INSIDE ONE OF FOUR BARRELS. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE IN WHICH BARREL THE TOKEN STOPS. BREAK THAT ONE TO CLAIM THE PRIZE. YOU EMERGE UP A SLOPE TO THE IGLOO'S RIGHT. THERE ARE TWO NECKIES LEFT OF YOU (THE FARTHEST ONE IS THE BIRD THAT YOU BOPPED TO ENTER THIS BONUS LEVEL). SCURRY UNDER IT, ONTO THE IGLOO, AND TRY AGAIN IF YOU WANT.



Either run up the slope or land on top of it after the Bonus Level. Then move to the Barrel Cannon, wait for it to point diagonally up/right, and fire through the line of four Bananas. As the ground flattens, prepare for a long jump combo!

Leap onto the first, second, and third Necky as they fly across the screen. Keep pressing **B** and **↵** to lengthen your leap, and you'll fly across from the third bird and catch a 1Up Balloon before it flies off.



Fall through the Balloon, optionally steering left and landing on the first Klap-Trap, then bouncing onto the second—all with one jump! Collect the three Bananas in the dip to the left, then leap over the gap to the DK Barrel.

Don't delay this jump or you'll hit a circling Zinger. Pick up the DK Barrel with

Donkey Kong, and the Zinger explodes into it. Jump along the ledge onto a Necky and right into a second one before it flies under the ground you're on.



Leap down through three Bananas into a Barrel Cannon and wait for the yellow Zinger to hover down (you can fire immediately if you time it right). Once on the upper ledge, bounce on another Necky's head, steer right, and hop two incoming Klap-Traps before landing.

KONG Collecting



AT THE BASE OF THE SLOPE, JUMP EARLY, THROUGH A 'K' LETTER AND INTO A BARREL CANNON. IF YOU MISS THE LETTER, WAIT FOR THE BARREL CANNON TO POINT UP. OTHERWISE, SHOOT RIGHT AND DIAGONALLY UP, DOWN, AND UP AGAIN, COLLECTING TWO SETS OF THREE BANANAS ON THE WAY.



Run up the short rise and leap on three Klap-Traps in one combo jump while collecting the seven Bananas in the line above you. Jump into the Barrel Cannon at the ledge's end (as the green Zinger flies left to right), and immediately fire, or wait for a gap after the Zinger.

You face right and move diagonally up and down (watch for another Zinger). At the final barrel, wait for the Klap-Trap to slide off the ledge before firing, and move **↵** so you don't join it!



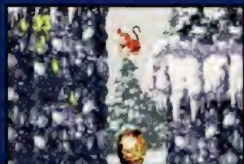
Over the next snowy hump, pick up the Steel Barrel, throw it into the small pit to the right (face left), then leap on the barrel as it bounces back. Ride it through four Gnawties and a Necky, leaping as you strike the bird, and landing in a Barrel Cannon. Or, ignore the Steel Barrel and use your jumping.

You're fired up onto a Necky and land on a ledge to the right. Jump again, landing on another Necky; move carefully down the slope, bashing another Necky and landing inside a Barrel Cannon. Fire up and diagonally right.



You're launched through three auto Barrel Cannons, over a ledge and a Krusha,

Bonus Level 34



JUST AFTER BASHING THE KRUSHA, YOU SPOT A GAP (YOU FLEW OVER THIS A MOMENT AGO!). A LINE OF BANANAS LEADS INTO THE GAP. FALL THROUGH THE THREE BANANAS AND INTO A BONUS BARREL.

KONG Collecting



YOU EMERGE INTO A LONG VERTICAL CHAMBER, RESTING IN A BARREL CANNON. ABOVE ARE 45 BANANAS ARRANGED IN FIVE COLUMNS OF NINE. AT THE TOP CENTER IS AN "O" LETTER. FIRE THE BARREL WHEN IT POINTS UPWARD AND IS IN THE MIDDLE OF THE SCREEN, AIMING FOR THE "O." THE REMAINING BARRELS ARE OPTIONAL. USE QUICK JUDGMENT TO STEER YOUR KONGS BACK INTO THE BARREL IF YOU WANT ANOTHER FIRING ATTEMPT. YOU FALL DOWN ONTO THE SPOT WHERE THE CONTINUE BARREL WAS, ENABLING YOU TO QUICKLY RETRY THIS LEVEL.

and into the Continue Barrel area. Smash this, select Donkey Kong, then quickly head left and bop the Krusha's head.



Leap up the small hump in the icy path, bouncing on a Klap-Trap, and jump vertically into a Barrel Cannon. Wait until it points right, and fire through five Bananas, into a DK Barrel. Then slowly walk down the slippery slope.

At the base, quickly leap onto a Necky and begin a six-hit combo bounce on the five other Neckies that fly into your range. Bounce over them if you don't want to tag them, but it's safer to bounce vertically on them. Stand on one of the nearby snow islands.

KONG Collecting



JUMP ALONG THE THREE SNOW ISLANDS AND INTO A BARREL CANNON. YOU'RE SHOT RIGHT, INTO A SECOND BARREL. TIME YOUR NEXT SHOT CAREFULLY (IF RE JUST BEFORE THE BARREL POINTS RIGHT, OR YOU'LL BLAST YOURSELF INTO A ZINGER!). THEN SHOOT YOUR KONG THROUGH THREE BANANAS AND INTO THE "N" LETTER.

KONG Collecting



THERE'S A SECOND "N" LETTER IF YOU LOCATE A HIDDEN LOWER AREA UNDER THE BARREL CANNON. AT THE BARREL CANNON BY THE ZINGER, SHOOT DIRECTLY DOWN, ONTO ON A SNOW ISLAND NEAR AN "N" TO YOUR RIGHT.

Bonus Level 35



BOUND OVER THE FIRST ISLAND AND INTO THE BONUS BARREL THAT RESTS IN THE MIDDLE OF THIS SECRET AREA. BEYOND THE BONUS BARREL IS A DK BARREL ON A SNOW ISLAND—YOU REACH THIS AREA IF YOU FOLLOW THE NEARBY TIP.

Find the Exit!



INSIDE A LONG SNOWY GAP, LAUNCH YOURSELF PRECISELY FROM SUBSEQUENT BARREL CANNONS. DO THIS AT THE MOMENT YOU LAND IN EACH BARREL TO QUICKLY CLEAR THIS STAGE. IF YOU LOSE YOUR NERVE, WAIT UNTIL THE BARREL ROTATES AND LINES UP WITH THE NEXT. YOU'RE AWARDED A BANANA, TWO BANANAS, THREE BANANAS, A BANANA BUNCH, AND TWO BANANA BUNCHES BEFORE YOU REACH THE EXIT. YOU EMERGE INTO A BARREL CANNON ABOVE THE ISLAND WITH THE DK BARREL ON IT.



TIP

THERE'S A SECOND WAY TO FIND THIS LOWER ISLAND AREA AND THE BONUS LEVEL: FROM THE LEDGE WHERE THE TWO BEES GUARD THE RAMBO TOKEN, CARTWHEEL JUMP OVER THE BARREL CANNON, AND FALL TO ITS LEFT. YOU LAND ON THE DK BARREL ISLAND.



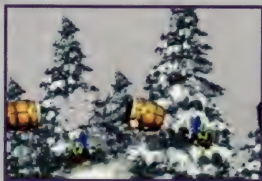
A Barrel Cannon deposits you onto another flat icy pathway. Run under the rotating barrel, and leap into it. Wait until it is about to point upward, fire into a Rambo Token (and not the Zingers flanking you!), then shoot yourself back down to the path.

You must endure a long and treacherous Barrel Cannon blasting session before you finish this stage! Leap from the pathway onto a Necky and into your first barrel. You now have two directions to fire. Fire diagonally down/right and into the incredible shortcut (where you find the "G" Letter)!



TIP

IF YOU MISS A BARREL, YOU FALL OUT OF THE STAGE AND MUST RESTART FROM THE CONTINUE BARREL. HOWEVER, YOU CAN FIRE OUT OF NUMEROUS BARREL CANNONS POINTING UP AND RIGHT, OVER THE NEXT BARREL, MISSING A COUPLE OF PRECISE FIRINGS!

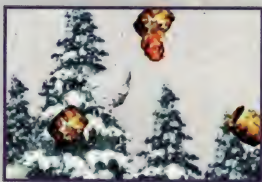


If you fired down/right, check the shortcut information (below). If you fired into the second barrel, you can fire right (and begin the difficult "regular" method of finishing this level), or fire down/right into a lower (and visible) barrel. From this lower barrel, fire down.

KONG Collecting



THIS AUTO BARREL CANNON IS YOUR KEY TO AN EASY LEVEL COMPLETION! YOU'RE BLASTED THROUGH 54 BANANAS AND THE "G" LETTER, INTO A SECOND BARREL THAT LAUNCHES YOU THROUGH 37 BANANAS, INTO A FINAL BARREL CANNON THAT SHOOTS YOU ONTO AN ICY PATHWAY HUMP. PHEW! NOW FINISH THE LEVEL.



A glutton for punishment? Then try the "regular" way out of here. Fire into the auto Barrel Cannon, right into a second barrel, and blast into the next (right) as the Zinger drops below your trajectory.

Fire over another Zinger, into an auto Barrel Cannon that launches you up/right, and

another firing down/right. You're in another Barrel Cannon. Fire right, or up/right to avoid the next barrel. Shoot with the Zinger below you.



Fire to the next barrel (if you didn't shoot over it just now), and fire right again when the Zinger is above or below you. Do this again (watch the next Zinger) and again, then into an auto Barrel Cannon that blasts you into one more Barrel Cannon!

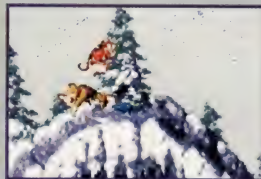
This barrel moves up and down. Wait until it's lined up with the auto Barrel Cannon that shoots you up/right into another one. This fires you down to a third, which then fires you to another rotating Zinger to pass, and fire up/right.



This barrel moves left and right. Blast down/right (watch that Zinger!), then up/right (fire as the Zinger passes to the barrel's right. Now either fire to the right (missing an upper right barrel), or aim for the one with the Zinger, and down/right again.

Finally, fire up/right to the last Barrel Cannon, then point down/right and blast to the small snow island.

Release \Rightarrow or you'll slide off! This island has the red exit arrow sign.



Take a leap right, through two Bananas, onto a lower island. If you want to miss the next island with the circling Zinger, just Cartwheel Jump through the Banana Bunch as the bee circles below.

Jump onto the final island with two Bananas on it. From here, leap to the final pathway after a Klap-Trap slides off the slope at the pathway beginning. This is where you land after taking the huge shortcut.



Follow the final pathway, leaping on a single Klap-Trap before climbing two giant steps and passing the exit sign into your exit igloo.

Snow Barrel Blast: Plan of DK Attack

"S" Ranking Difficulty: HARD
Preferred Kong: EITHER
High Score to Beat: 326,250
Bonus Level 33: IGNORE
Bonus Level 34: IGNORE
Bonus Level 35: ENTER



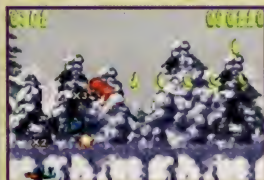
RUN RIGHT, FIRING AT THE 10 TIME BONUS AT THE FIRST BARREL CANNON. IT TAKES FAR TOO LONG TO WAIT FOR THE NECKY AND LEAP INTO THE FIRST BONUS ROOM (THE WINKY TOKEN ISN'T WORTH WASTING 20 SECONDS).



AT THE THREE NECKIES AND THE RED 1UP BALLOON, BOUNCE ON ALL THREE, LAND ON THE LEFT KLAP-TRAP AND THEN THE RIGHT ONE (X5). BASH THE ZINGER WITH THE DK BARREL FOR 5,000 POINTS! AT THE TWO NECKIES, BOUNCE ON BOTH, THEN HEAD THROUGH THE 20 TIME BONUS INTO THE BARREL CANNON.



Snow Barrel Blast: Plan of DK Attack (continued)



YOU CAN GET A X3 COMBO OFF THE NECKY AND TWO Klap-traps ON THE NEXT SLOPE, AND THERE'S ANOTHER OBVIOUS X3 BONUS HITTING THE THREE OTHER Klap-traps. WHEN YOU REACH THE STEEL BARREL, DON'T USE IT. YOU NEED TO COMBO THE INCOMING CREATURES.



YOU CAN COMBO FOUR GNAWTIES AND A NECKY FOR HUGE POINTS (X5). AFTER THE BARREL CANNONS, LAND ON THE NECKY AND THE SECOND ONE (X2), THEN CARTWHEEL LEFT FOR THE 20 TIME BONUS AND LEAP RIGHT. GET THE KRUSHA BUT IGNORE THE SECOND BONUS LEVEL.



AFTER THE DK BARREL, BOUNCE ON EVERY NECKY OVER THE FLOATING ISLANDS (X6). FIRE STRAIGHT THROUGH THE "N," AND IGNORE THE RAMBI TOKEN UNLESS YOU CAN FIRE IN AND OUT IN TWO SECONDS. AVOID THE BONUS LEVEL UNLESS YOU CAN FINISH IT IN FOUR SECONDS.



THERE'S A 20 TIME BONUS BY THE DK BARREL, SO ENTER THIS BONUS LEVEL AFTER SHOOTING ACROSS THE GAP WITH THE BARREL CANNONS, THEN DROPPING LEFT AND DOWN. THE SHORTCUT THROUGH THE FINAL BARREL CANNONS IS THE BEST WAY TO FINISH THIS LEVEL—IT'S MUCH QUICKER, YIELDS THREE 5 AND ONE 20 TIME BONUSES, AND AVOIDS ZINGER HITS.

Gorilla Glacier Area #2: Slipslide Ride Simian Strategy

This level introduces the up ropes and down ropes (indicated by color: blue is up, purple is down), each acting as regular twine until you leap onto them. You're then automatically moved up or down, depending on the rope's color. The ground is treacherous and so are the Zingers—when you're ascending, don't press **B** to quicken your pace or you'll leap too high and hit a bee.

Preferred Kong: Either



Creature Feature

Critter	Number
KRITTER (BLUE)	-----5
ARMY	-----3
ZINGER (ORANGE)	-----28
NECKY (FLYING)	-----2
Klap-trap (TURQUOISE)	-----6
ZINGER (BLUE)	-----1

Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 2 (BONUS LEVEL 36), (BONUS LEVEL 37)
BONUS LEVELS	3
BARRELS	DK BARRELS: 4 WARP BARREL: NO WOODEN BARRELS: 2
CAMERA PIECES	#27: ROPE FOR THE BEST
TOKENS	EXPRESSO (BONUS LEVEL 36) ENGUARDE EXPRESSO (BONUS LEVEL 38)

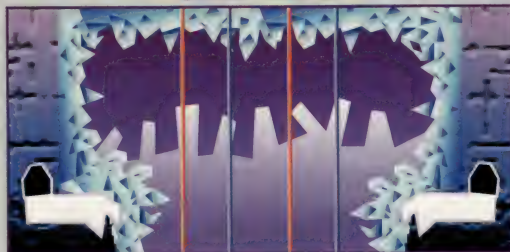
Bonus Level 36



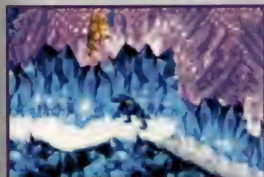
Bonus Level 37



Bonus Level 38







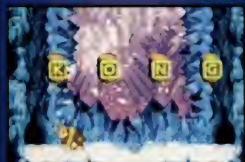
Once inside this icy cavern, you see a blue rope above your head. It's too high to reach, though; wait until the

Bonus Level 36



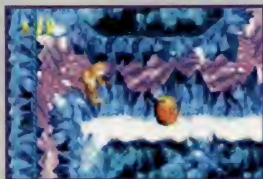
YOU'RE AUTOMATICALLY PULLED UP THROUGH EIGHT BANANAS TO A SMALL ALCOVE LEDGE ABOVE YOUR STARTING POINT. PICK UP THE WOODEN BARREL, AND USE IT ON THE WALL TO YOUR LEFT. IT REVEALS THE ENTRANCE TO THIS STAGE'S FIRST BONUS LEVEL.

Spell it Out!



YOU APPEAR IN A SMALL CHAMBER WITH FOUR BARRELS, EACH ONE CYCLING SEQUENTIALLY THROUGH THE LETTERS "KONG" (THEN A BANANA). LEAP INTO EACH LETTER IN THE CORRECT ORDER TO SPELL THE WORD. THE LETTERS MOVE FAST, SO LEAP FOR THE DESIRED LETTER WHEN YOU SEE THE LETTER THAT APPEARS BEFORE IT. FOR EXAMPLE, TO STOP THE "O" IN THE SECOND BARREL, JUMP WHEN YOU SEE "K." SPELL OUT "KONG" TO RECEIVE A 1UP BALLOON AND SOMETIMES AN EXPRESSO TOKEN. YOU APPEAR OUT OF THE ENTRANCE, ALLOWING YOU TO REPLAY THIS AS MANY TIMES AS YOU WANT.

incoming Kritter moves near you, leap on its head, and then grab the rope.



Fall to the ground, and leap on both the Kritters' heads (or roll the Wooden Barrel into them). At the end of the passage, leap on the blue rope, riding through three Bananas; leap right and open a DK Barrel.

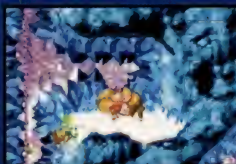
KONG Collecting



THROW THE BARREL AT THE ARMY OR USE DONKEY TO JUMP ON IT. THEN RUN TO THE OPENING IN THE CEILING, AND RIDE THE BLUE ROPE TO THE TOP WHERE A "K" LETTER AWAITS! DROP AND GRAB THE DOWN ROPE TO THE RIGHT.



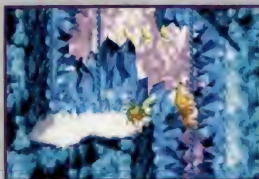
Bonus Level 37



STAY LEFT, OR A NASTY FLOATING ZINGER CATCHES YOU. PASS THROUGH FOUR OF THE SIX BANANAS ON THE ROPE, THEN LEAP RIGHT INTO A SMALL ALCOVE CONTAINING A WOODEN BARREL. THIS IS THE KEY TO UNLOCKING THE NEXT BONUS LEVEL. DIDDY SHOULD RUN AND JUMP LEFT, OVER THE ZINGER, AND FALL TO THE BASE OF THE PURPLE ROPE. COLLECT THE REMAINING BANANAS, MISS THE THIRD ZINGER FLOATING TO THE ROPE'S RIGHT, AND OPEN THE WALL IN THE BOTTOM LEFT CORNER OF THE NEXT PASSAGE.

Spell it Out!

YOU APPEAR IN A SMALL CHAMBER WITH A FLOATING CIRCLE OF "NINTENDO" LETTERS. LEAP INTO EACH LETTER IN THE CORRECT ORDER AS IT FLASHES. DO THIS FROM THE ROOM'S CENTER. DON'T HIT ANY OTHER LETTERS! SPELL OUT "NINTENDO" TO RECEIVE A 1UP BALLOON AND TO APPEAR BACK AT THIS BONUS LEVEL'S ENTRANCE.



Tag in Donkey and leap on the incoming Army, then bounce up to the ledge with the Zinger next to you. Ride the blue rope (ignore the barrel you see on the screen's left) to the gap to the left.

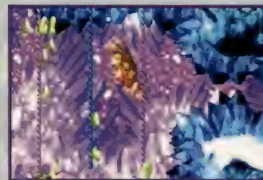
Leap through the three Bananas to the next blue rope, and instantly to the third blue rope (two more Bananas are yours). Now comes a bit of precision movement: ease off **B** and jump left (across two Bananas) to avoid a Zinger on your right.



Instantly jump right (through two more Bananas) to avoid

a Zinger on the left wall, then jump left as one appears to the right (two more Bananas indicate where to jump). Don't press **B** or you'll hit the Zinger above you.

At the rope's top, jump right and grab the DK Barrel, then head left up a slippery slope. Bounce on the Necky's head as it starts to fly right, bouncing through a Banana Bunch and down a sloping drop where three more Bananas are yours.



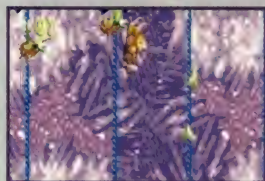
Three more Bananas are ripe for the picking. Then head left along the ice tunnel, waiting to jump on an Army at the base of a slippery upward slope. Then run left, leap to a purple rope, and jump left again, landing to the left of two Bananas. Don't fall short, or you'll fall ... into a Zinger!

Trot down the snow slope, rolling or jumping on the two Kritter heads, then carefully plan your next leaping. There's a purple, blue, and purple rope in a line. Each has two Bananas and a Zinger at the end of it. Don't run, and jump quickly. Get as low as possible on the first purple rope when you jump to the blue rope.



If you leap to the blue rope when you're too high, you'll hit the Zinger. Jump to the purple rope and leap left into the Continue Barrel. A 10-Banana arrow keeps you moving left. Up the icy slope, jump on the Klap-Trap.

Grab the blue rope, ride through a DK Barrel, then leap off to the right, landing on the Klap-Trap on the slope next to the Barrel Cannon. Next, blast up to a ledge leading right. A weak patch of ice and blue rope are here.



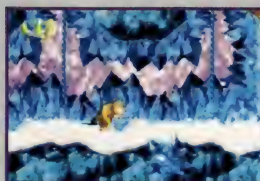
Run right, and drop off the ledge, but stay close to the blue rope's right side (without grabbing it). You land on the weakened ice patch and unearth an Enguarde Token! Now head right, and bop the heads of the two Klap-Traps.

At the slope's base, ease off **B** and jump right onto a blue rope. Immediately leap right to the next one, and another, and another. The Bananas (two on each rope) give you an idea when to jump.



TIP

HAVING PROBLEMS IN THIS AREA? USE DIDDY (HE'S SMALLER), JUMP WITHOUT USING **B**, AND LEAP TO EACH ROPE AFTER A TINY PAUSE. HEAD RIGHT FOR THREE LEAPS, STAY FOR A SECOND, THEN LEAP LEFT.



If you missed (or don't care for) the third Bonus Level, jump right onto the Necky, and stand on a small snow ledge. Head right, grab a purple rope, ride it so your feet touch the Banana Bunch, then leap right to avoid the Zinger and bottomless drop.

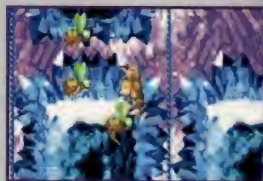
Once over this gap, check the passage you're in. The ceiling contains two blue ropes. The first one continues the stage, and the right one presents a difficult challenge—only attempt this with two Kongs!

KONG Collecting

KONG



AT THE RIGHT BLUE ROPE, LEAP UP AND PASS THE FIRST ZINGER. YOU CAN DO THIS WITHOUT THE ZINGER HITTING YOU, BUT IT'S INSANELY HARD TO DO! USE YOUR BRIEF INVINCIBILITY TO CONTINUE TO THE ROPE'S TOP, LEAP RIGHT, SECURING THE "N" LETTER. A BANANA BUNCH, AND THANKFULLY, A DK BARREL!



Two Zingers block the left way. You can run into them and lose a Kong, but you should exit this area with two monkeys! If you remember the pattern of the three Zingers below you, the middle one moves in the opposite direction from the top and bottom one. Even more cunning is to take the DK Barrel, jump the rope, dispatch one of the two "guard" Zingers and jump over the remaining one to the other blue rope.

KONG Collecting

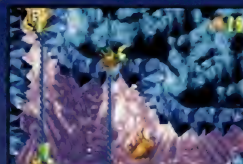
KONG



YOU'RE UNABLE TO REACH THE ROPE, SO REMEMBER THE TECHNIQUE FROM THIS STAGE'S BEGINNING. BOUNCE ON AN INCOMING KRITTER'S HEAD (JUMP AS IT BEGINS TO DESCEND), AND GRAB THE BLUE ROPE. RIDE IT TO AN ALCOVE TO THE LEFT, WHERE THE "O" LETTER AND TWO BANANA BUNCHES HIDE.

Bonus Level 38

SLIDE UP THE LAST BLUE ROPE (COLLECT THE TWO BANANAS), AND WHEN YOU'RE LEVEL WITH THE ZINGER TO YOUR LEFT (AND A NECKY TO THE RIGHT), MAKE A SHORT, NONRUNNING LEAP ONTO THE CONTINUATION OF THE ROPE TO YOUR LEFT AND INTO A BONUS BARREL AT THE TOP.



Find the Exit!



THERE ARE FOUR ROPES (IN AN ALTERNATING SEQUENCE), AND EACH ONE HOLDS EIGHT BANANAS WITH A BUNCH AT THE BOTTOM (32 BANANAS PLUS FOUR BUNCHES). SIMPLY SLIDE UP AND DOWN THE ROPES COLLECTING THE GOODIES. DO NOT FALL OFF TRYING TO GRAB THE BUNCHES—LEAP EARLY AND YOU'LL STILL TAKE THEM! MAKE IT TO THE RIGHT EXIT LEDGE, AND TAKE AN EXPRESSO TOKEN. YOU EMERGE ON TWO LEDGES TO THE RIGHT OF THE NECKY YOU PASSED ON YOUR WAY UP THE ROPE TO GET HERE.

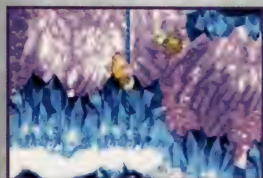




Camera Piece #27



DROP OFF THE RIGHT SIDE AS THE TOP ZINGER MOVES AWAY, AS CLOSE TO ITS TURNING AS POSSIBLE. YOU MISS THE MIDDLE ZINGER (WHO MOVES YOUR WAY) AND THE BOTTOM ZINGER. NOW MOVE LEFT AND UP THE OTHER BLUE ROPE. AT THE ROPE'S TOP IS A CAMERA PIECE—A GREAT CHOMPS PICTURE ON PAGE 2 OF YOUR ALBUM.



Drop down, bounce on the two Klap-Traps, and run up the icy slope. At the next blue rope, stay left, and to pass the Zinger, leap up as it flies to the right. Jump onto the small snow island to the left at the rope's top.

Each rope has two Bananas—use these to judge when to leap. Jump from purple rope to purple rope, each time taking half a second to slide before leaping. Leap to the island from the sixth rope.



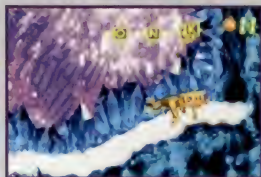
Leap to a single purple rope, taking the two Bananas and jumping to the snow island containing the red exit arrow sign. Leap left to a purple rope, but this time you must move up!

The trick is to jump left and right all the way to the rope's top. Don't slide down or you'll fall to the Continue Barrel. Nab the 10 Bananas on your way. Don't stop until your monkey's head touches the icy ceiling!

KONG Collecting



IT'S IMPORTANT TO BE AT THE VERY TOP OF THE ROPES, BECAUSE YOU NEED ENOUGH HEIGHT TO REACH YOUR FINAL GOLDEN LETTER. LEAP RIGHT THREE TIMES. IF YOU DO THIS INSTANTLY, YOU'LL HAVE ENOUGH HEIGHT TO PASS THROUGH THE "G" ON THE LAST ROPE.



Now drop to the exit ledge and escape this place. You can retry grabbing the "G" by Cartwheel Jumping left to the far left two ropes you jumped between. Then rush right through the exit.

Slipslide Ride: Plan of DK Attack

"S" Ranking Difficulty: INSANE!

Preferred Kong: DONKEY

High Score to Beat: 136,980

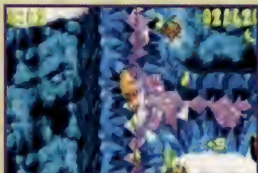
Bonus Level 36: IGNORE

Bonus Level 37: IGNORE

Bonus Level 38: ENTER



YOU CAN WAIT FOR THE KRITTER TO WANDER UNDER THE ROPE AND CLIMB TO THE FIRST BONUS LEVEL FOR A 10 TIME BONUS, BUT DON'T ENTER THE BONUS LEVEL AS IT TAKES TOO LONG. INSTEAD, DROP DOWN QUICKLY AND BOP THE SECOND KRITTER. RIDE THE NEXT BLUE ROPE TO THE TOP FOR A 5 TIME BONUS.



BOP THE ARMY, REMEMBER THE "K," AND TAKE THE 5 TIME BONUS FROM THE ALCOVE HALFWAY DOWN THE ROPE. IGNORE THE SECOND BONUS LEVEL—IT TAKES EVEN LONGER TO COMPLETE. USE THE BARREL ON A ZINGER INSTEAD. BOP ANOTHER ARMY.



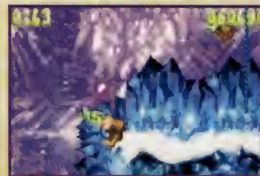
GET THE 5 TIME BONUS HALFWAY UP THE ZINGER ROPES, AND GET THE 20 TIME BONUS BY THE DK BARREL AT THE TOP. STILL HAVE MORE THAN 1:00 ON THE CLOCK? YOU'RE DOING WELL! YOU CAN USE THAT DK BARREL AGAINST ANOTHER ZINGER. BOUNCE ON THE NECKY AND GRAB THOSE BANANAS, THEN TAKE THE 5 TIME BONUS AND ARMY IN THE TUNNEL.



BOP THE TWO KRITTERS IN THE SECOND TUNNEL (X2), AND AT THE PURPLE/BLUE ROPES, WATCH FOR THE 5 TIME BONUS ON THE BLUE ROPE. JUMP THROUGH IT, BUT DON'T GRAB IT, AS YOU'LL HIT THE ZINGER. ONCE PAST THE CONTINUE BARREL, TAG BOTH THE Klap-Traps. STAY ON THE BLUE ROPE NEAR THE BARREL CANNON FOR A 5 TIME BONUS.



IT'S WORTH WAITING FOR THE KRITTER AND CLIMBING THE ROPE FOR THE "O" AND A 10 TIME BONUS. REMEMBER THE ENGUADE TOKEN. COMBO THE Klap-Traps (X2), AND USE THE THREE 5 TIME BONUSES TO TIME YOUR ROPE JUMPS. ENTER THE THIRD BONUS LEVEL IF YOU DARE!



IF YOU'RE SKILLED, ENTER THE AREA WITH THE "N" FOR A 15 TIME BONUS. UP THE LEFT ROPE, TAG THE TWO Klap-Traps (X2). PASS THE NEXT ROPE AND CARTWHEEL JUMP FOR THE 15 TIME BONUS. COMPLETE THE PURPLE ROPES AS USUAL, BUT TAKE THE 20 TIME BONUS AT THE BASE OF THE LAST TWO AND FINISH THE LEVEL WITH WELL OVER A MINUTE STILL ON THE CLOCK!

Gorilla Glacier Area #3: Croctopus Chase

Simian Strategy

There are a couple of areas where you must swim through a wall of coral (these lead to Enguarde, which can only be reached almost at the level's end), but this is a no-nonsense swim through the underwater caverns. Those Croctopi don't like intruders, so stay focused on the main route as you paddle quickly along, without getting touched by tentacles!

Preferred Kong: Either

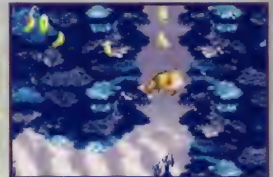


Chimp Checklist

Item	Notes
ANIMAL FRIEND	ENGUARDE
BALLOONS	RED: 1
BONUS LEVELS	NONE
BARRELS	DK BARRELS: 5 WARP BARREL: NO
CAMERA PIECES	#28: PASS OUT PASSAGE
TOKENS	WINKY ENGUARDE

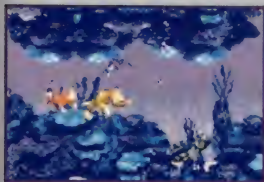
Creature Feature

Critter	Number
SQUIDGE	-----10
CROCTOPUS	-----13
CHOMPS JR.	-----2
CHOMPS	-----7



Swim right, staying low in the tunnel to avoid the small blue Squidge floating near the ceiling. These are nasty *and* difficult to spot, so stay alert and look ahead! At the end of the tunnel, swim up.

Through four Bananas, swim right at speed (hold **Ⓢ**) and pass under the Croctopus in its alcove. It begins to chase and stops in the alcove below. Swim to the upper alcove with the DK Barrel in it.



With two Kongs, hug the tunnel's bottom to avoid a Squidge, then hug the ceiling as you pass another Croctopus. Then swiftly swim up and to the right. There's just enough time to grab the Banana Bunch and swim down before the Croctopus moves into this space.

Halfway down the next tunnel drop, watch for the Squidge moving right to left—let it pass before you continue down and to the right. You pass over another Croctopus that gives chase. Immediately swim up and right.

KONG Collecting

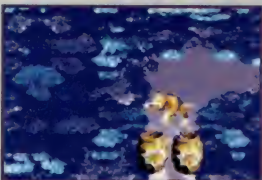


WITH THE CROCTOPUS IN HOT PURSUIT, SWIM UP THROUGH TWO BANANAS AND INTO THE GOLDEN LETTER "K". TAKE THE REMAINING TWO BANANAS AND SWIM UP UNTIL YOU REACH THE TOP, THEN MOVE LEFT. DON'T KEEP GOING UP OR YOU'LL GET TRAPPED IN THE CROCTOPUS'S RESTING SPOT!



After a short tunnel left, it opens up slightly to allow you to avoid a Chomps Jr. swimming left to right. Float over it, grab three Bananas and a DK Barrel. Then keep swimming left along the passage.

Pass over another Croctopus, then scrape along the ceiling to avoid the Squidge. Quickly swim up through two Bananas. Ignore the DK Barrel to the left—you'll get to this in a moment or two.



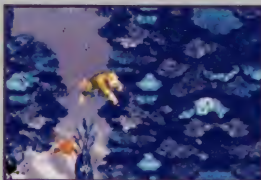
The passage continues up and right, then heads up (through two Bananas) and left. Stay along the ground and swim quickly so this Croctopus won't catch you! It eventually stops in an upper alcove. Swim left.

The tunnel drops and two Barrel Cannons block your way. Enter either—they both fire you in the same direction: straight down through five Bananas. When you reach the two bottom Barrel Cannons, stop.

KONG Collecting

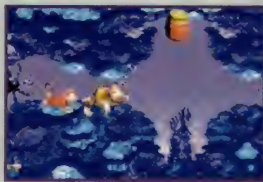


SWIM RIGHT, THROUGH THE CORAL, TOWARD THE DK BARREL YOU SAW A MOMENT AGO. BREAK OPEN THE BARREL AND CONTINUE UP, THEN LEFT. YOU REACH A FOUR-WAY JUNCTION—HEAD LEFT INTO A SECRET ALCOVE WHERE YOUR "O" LETTER AND FOUR BANANAS AWAIT.



Swim out the way you entered (via the DK Barrel) or up to the Barrel Cannons (they fire you down). Once under the bottom two barrels, swim left and down so you miss an incoming Chomps Jr. Then rise to continue along the passage.

The Croctopus you pass starts another chase. Swim left, then follow the long tunnel. Ignore the alcove at the top of the tunnel—this is where the Croctopus stops.



Swim right through the two Bananas, and down into the Continue Barrel. The red exit arrow sign is here, but the exit's a little farther than you think! Pass under the

Croctopus, and swim right, then up into the alcove containing another DK Barrel.

The Croctopus stops in the alcove below you. Swim to the right and up, staying high to avoid an incoming Chomps.



Swim down and right (a Croctopus begins to follow you here), then swim up through three Bananas as the Croctopus continues right. Now quickly drop down and follow the beast right. In the corner are eight Bananas and a Winky Token!

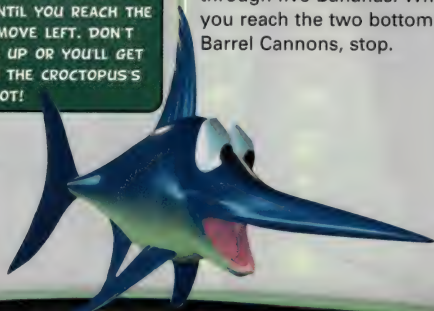
Head left and back up the tunnel that contained the three Bananas. Swim to the right junction, head above the Chomps, and around to another Barrel Cannon. Blast up through 14 Bananas and a tiny passage to the left.



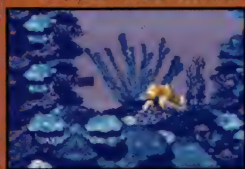
Camera Piece #28



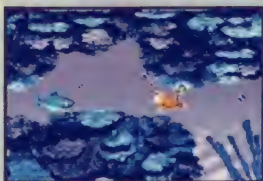
HOLD ON A MOMENT! AT THE TOP BARREL CANNON, HALT AND FACE RIGHT. NOW SWIM TO THE BOTTOM AND LEFT OF THE BARREL. DON'T GET TOO CLOSE OR YOU'LL ENTER THE BARREL AND GET SHOT LEFT. SQUEEZE PAST, SWIM DOWN, AND MAKE A LEFT.



Camera Piece #28 (cont'd)

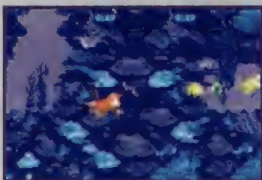


SWIM ALONG THE NARROWEST OF TUNNELS HEADING LEFT, AND THEN DEAL WITH TWO CROCTOPI MOVING AROUND A SQUARE SECRET ALCOVE. SWIM TO THE BOTTOM LEFT CORNER AND TAKE THE CAMERA PIECE—A CROCTOPUS ON PAGE 2 OF YOUR ALBUM!



Swim back to the top Barrel Cannon and head left. Stay along the tunnel's top to pass the Chomps, and head into the upper area of wider tunnel to avoid the second. Next, swim under a Croctopus and prepare for another chase.

Swim left and down, past the Croctopus's finish spot. Instead of continuing left and engaging those two Chomps, swim right, straight at the end of the tunnel you descended down.

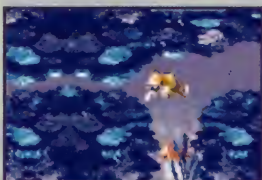


Swim through the coral, into a tiny enclosed alcove where four Banana Bunches and an Enguarde Token are hidden. Not any more! Now swim back and head left, passing between the two Chomps and through the three Bananas. Don't lose your nerve!

KONG Kollecting



SMASH THE DK BARREL, SWIM OVER THE CROCTOPUS, THEN SWIM UP AND RIGHT ALONG AN UNDULATING TUNNEL. AT THE END, SWIM UP AGAIN, THROUGH TWO BANANAS, THE "N" LETTER, AND ANOTHER TWO BANANAS. THAT'S THE EASIEST GOLDEN LETTER EVER!



Swim up, right and make a left or you'll run into a Croctopus! Head left, up, right a little, then up again, and head through the narrowest of passages to your left.

This leads to yet another hidden area! Swim over the first coral island and down the middle to secure a

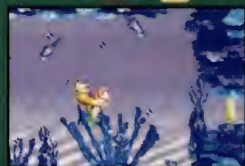
Red 1Up Balloon before it floats away. Then move to the far left and head down to break an Enguarde crate! Boost right and deal with that lurking Chomp.



Swim up through the narrow passage and continue right. Despite being mounted, the Croctopi are still deadly, so don't touch any! Fortunately, you can outrun the one you pass over. Head down and right.

Boost right under another Croctopus, and then continue to where a second red arrow exit sign awaits. It means it this time! Pass through the three Bananas.

KONG Kollecting



THIS LAST SECTION IS MUCH EASIER IF YOU'RE SWIMMING WITH A SWORDFISH! RAM YOUR WAY THROUGH A QUINTET OF SQUIDGES. WITHOUT ENGUARDE, SWIM AND BACK UP, WAITING FOR THE SQUIDGES TO SWIM BY, AND THEN CONTINUE.



DON'T SWIM BACK TOO FAR THOUGH, AS THE SQUIDGES REFORM AT THEIR ORIGINAL POINT. FINALLY, GRAB THE "G" NEXT TO THE EXIT AND SWIM UP THE FINAL TUNNEL TO LEAVE.



Croctopus Chase: Plan of DK Attack

"S" Ranking Difficulty: MEDIUM
Preferred Kong: EITHER
High Score to Beat: 139,100



FOLLOW THE SAME PLAN AND SUGGESTIONS AS OUTLINED IN THE MAIN WALKTHROUGH. AT THE END OF THE FIRST CROCTOPUS'S ROUTE, CLAIM THE 5 TIME BONUS, THEN SWIM FOR THE DK BARREL.

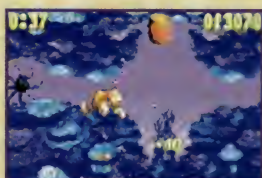


WHILE SWIMMING UP THE TUNNEL DURING THE THIRD CROCTOPUS CHASE, KEEP GOING INTO THIS ALCOVE FOR 10 TIME BONUS POINTS. NEAR THE NEXT DK BARREL ARE 5 MORE. AT THE END OF THE NEXT LONG CROCTOPUS CHASE, SWIM INTO THE ALCOVE FOR 10 MORE TIME BONUS POINTS.

Croctopus Chase: Plan of DK Attack (continued)



MAKE SURE TO TAKE THE "O" LETTER—THERE'S A 20 TIME BONUS TO CLAIM ON THE WAY. SWIM TO THE LOWER BARREL CANNONS AFTER YOU GRAB THE "O." JUST BEFORE THE NEXT CROCTOPUS, CHECK THE LOWER AREA FOR A 5 TIME BONUS. YOU SHOULD HAVE AROUND 48 SECONDS LEFT ON THE CLOCK.



AT THE TOP OF THE TUNNEL ASCENT, TAKE THE 10 TIME BONUS. SWIM LOW THROUGH THE CONTINUE BARREL, INTO THE NEXT ALCOVE FOR 10 MORE TIME BONUSES (LOSE A KONG HERE, THEN SWIM TO THE DK BARREL TO REGAIN HIM).



HEAD AROUND THE EXTRA TUNNEL SPACE CONTAINING THE WINKY TOKEN TO GET THE POINTS AND THE TWO 5 TIME BONUSES. WHEN YOU'RE FIRED THROUGH THE LAST TWO BARREL CANNONS, RETURN TO THE NARROW TUNNEL WHERE THE CAMERA PIECE WAS; THERE'S THREE 20 TIME BONUSES HERE!



SWIM FOR THE 20 TIME BONUS UNDER THE CHOMPS AND ACCESS ENGUARDE (AND THREE 10 TIME BONUS POINTS). THEN SEARCH THE REST OF THE LEVEL'S CROCTOPUS ALCOVES FOR TIME BONUSES BEFORE THEY REACH YOU.

Gorilla Glacier Extra Area: Candy's Dance Studio



That fancy lady Kong has made a home in Gorilla Glacier, and she looks slightly underdressed in that leotard. Get on the stage and warm up with a spot of mandatory grooving—there's a Camera Piece in it for you!

Follow Candy's instructions and get as many perfects as possible during the song. If you're playing a two-player game, the button presses are randomly generated. If however, you're playing the game in single-player mode, the moves always follow the pattern shown below. Memorize it to win!



• • L • R • ↑ • ↑
 L L • L • • R
 R • R • • ← • → •
 ↑ • ↑ • ↑ • (B) • • ↓ •
 • • ↓ • (B) • • • ↑ • ↑
 • • ↑ • → • ← • ↑ •
 R • L L • ↑ • •
 (A) • • • (A) • • ↑ • ← •
 → • ↑ • ↑ • ↑ • ↑ • (B)
 ↑ • • R • L L • •
 • • ↑ • ↑ • L L • (B)
 • • (B) L • • • ↑ • ← •
 → • ↑ • ↑ • ↑ • • ↑ • L
 L • • ↑ • • → • ← • (B)

Chimp Checklist

Item	Notes
CAMERA PIECES	#29: CANDY'S SCENE; PART 4 OF 6

Camera Piece #29



REFER TO THE "TRAINING" SECTION FOR TIPS ON DANCING SUCCESS! THE FIRST TIME YOUR DANCING GENERATES ENOUGH "HITS" AND "PERFECTS" TO GET YOUR CURSOR INTO THE FAR RIGHT BAR, OR "PERFECTION" ITSELF, YOU ARE AWARDED CAMERA PIECE #29; THE FOURTH PART OF SIX PICTURES KNOWN AS CANDY'S SCENE. YOU ALSO RECEIVE A BLUE SUP BALLOON! IF YOU SCORED IN ANY OF THE BARS TO THE LEFT, YOU DON'T WIN ANYTHING.

NOTE

REMEMBER, GROOVING GORILLAS: IF YOU ACHIEVE A PERFECT RATING, YOU ALSO GET ANOTHER CAMERA PIECE (ONE OF CANDY HERSELF) BUT ONLY THE FIRST TIME YOU DO THIS (REGARDLESS OF THE ZONE YOU'RE IN). WE RECOMMEND ATTEMPTING A PERFECT SCORE IN THE KONGO JUNGLE, AS THE DANCE MOVES ARE EASIEST.



Gorilla Glacier Extra Area: Cranky's Cabin

Just above Candy's studio, on an icy mountain, Cranky is ready to welcome visitors—even Donkey and Diddy! He offers advice when you need it. Come back here if you need information, especially when you've found all the Bonus Levels and want to find remaining Camera Pieces!



Gorilla Glacier Area #4: Ice Age Alley Simian Strategy

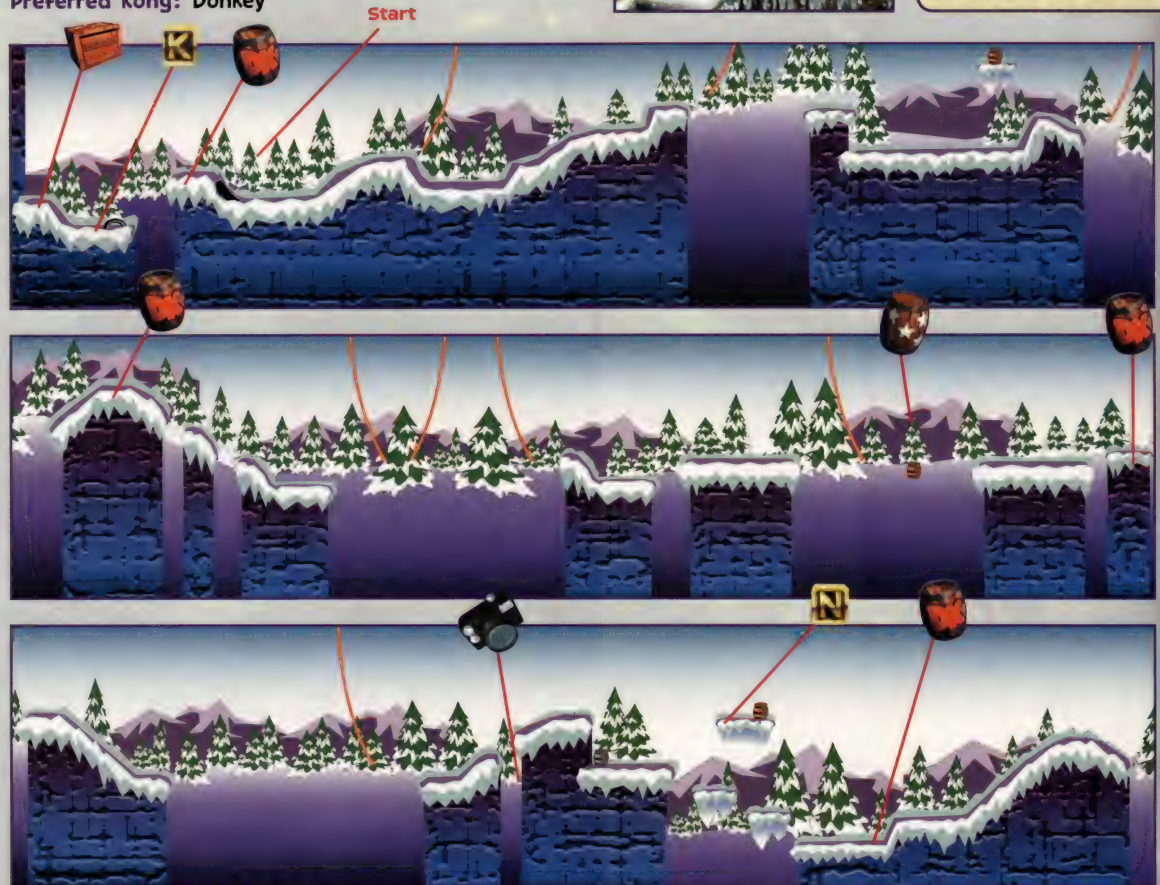
This stage features two Bonus Levels that must be approached by air (one by Necky, the other by Expresso). Fortunately, it can be completed in relative safety with the use of your feathered mount—locate him to the starting point's left. Dismount Expresso when you need to clear an enemy or two.

Preferred Kong: Donkey



Creature Feature

Critter	Number
MINI-NECKY	-----5
KRITTER (BLUE)	-----1
NECKY (FLYING)	-----5
KLAP-TRAP (TURQUOISE)	-----7
MANKY KONG	-----3



EXIT



Bonus Level 39



Bonus Level 40



Chimp Checklist

Item	Notes
ANIMAL FRIEND	EXPRESSO
BALLOONS	RED: 1 (BONUS LEVEL 40) GREEN: 1 (BONUS LEVEL 40) BLUE: 1 (BONUS LEVEL 40)
BONUS LEVELS	2
BARRELS	DK BARRELS: 4 STEEL BARRELS: 1 WARP BARREL: NO
CAMERA PIECES	#30: SNOW JOKE
TOKENS	EXPRESSO (BONUS LEVEL 39)

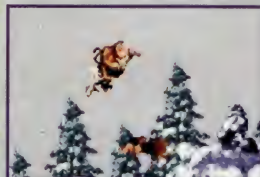


This stage is unique because there's an area to the left to investigate. Commence your look by landing on the head of the Mini-Necky behind you, then break open that DK Barrel.



Open the crate and mount Expresso. You can complete the level with or without your bird pal, but you need him to reach the second Bonus Level and the "N" Letter. Jump and flap over to the start of this stage.

On foot, race across the ice, leaping on a rope and landing on a Mini-Necky. On Expresso, flap over this area. Head up to a curved ridge with three Bananas on the top. Stop left of the tree.



There's an incoming Kritter to bounce on, fly over (with Expresso), or dismount and bop. After this, take the Bananas and fly over the gap past the rope, or use it (if you're on foot) to swing across, landing on a Necky.

Bonus Level 39



LOSE THE BIRD FOR THIS NEXT SERIES OF JUMPS. FROM THE SMALL LEDGE, TRY A SMALL CARTWHEEL JUMP ACROSS TO A HOVERING NECKY, THEN TO A SECOND ONE, AND ONTO A FLOATING SNOW ISLAND WITH A BONUS BARREL.

Find the Exit!



YOU'RE IN A LARGE SQUARE ROOM WITH EIGHT BARREL CANNONS FORMING A SQUARE IN THE MIDDLE. TWENTY-FOUR BANANAS FORM A DIAGONAL CROSS, ALL MERGING IN THE MIDDLE BY A FLOATING EXPRESSO TOKEN. FIRE INTO THE MIDDLE TO CLAIM IT, THEN COLLECT THE REMAINING BANANAS WITH MORE CAREFULLY AIMED SHOTS. DROP TO THE BOTTOM RIGHT EXIT, OPEN THE EXPRESSO CRATE, AND YOU APPEAR ON A RIDGE TO THE RIGHT OF THE BONUS ISLAND.

KONG Collecting KONG



TAKE A LEAP OF FAITH ACROSS AND LEFT. YOU LAND ON A HIDDEN ALCOVE THAT FEATURES TWO BANANAS AND THE "K" LETTER, A TIRE TO BOUNCE BACK ON, AND A CRATE.



If you're unable (or unwilling) to enter the Bonus Level, drop off the ledge near the two Neckies (once you drop down, you can't jump back up and enter the Bonus Level), collect three sets of two Bananas, and banish the Mini-Necky (leap that nut!).

Head over the ridge, and leap for the swinging rope. Watch out for the slippery slope into a bottomless gap! Jump off the rope, onto the Necky, and onto the next icy ridge. With Expresso, just glide here.



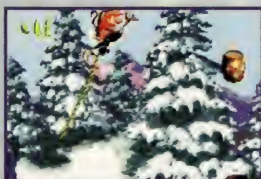
Dismount from Expresso, move under the DK Barrel, and roll or jump on the Mini-Necky just after it coughs a nut. Break open the DK Barrel, and if you're riding Expresso, glide from this upper area.

On foot? Then slide down the steep slope over three Bananas, leap to the sloping island (bounce on the Klap-Trap), and onto a third island. Grab three more Bananas, then take to the swinging rope.

KONG Collecting



SWING ACROSS THREE ROPES (LEAP AS YOU REACH THE RIGHT END OF EACH) AND DROP TO A SLOPING LEDGE, COLLECTING THREE BANANAS, THIS IS WHERE YOU LAND WITH EXPRESSO. DISMOUNT, CARTWHEEL RIGHT INTO THE 'O', THEN JUMP BACK TO AVOID THE DROP.



Jump onto the Mini-Necky's ledge. As it coughs a nut and flies up, jump on it. Return for Expresso (if you dismounted), and leap to the flat ledge with the three Bananas.

Leap onto the rope as it swings left, jump into the Continue Barrel, drop into the Barrel Cannon, and you're shot onto the next ledge. Or, with Expresso, fly into the Continue Barrel, then to the ledge.



Take the four Bananas from the ledge, dismount again if applicable, and leap onto the small island containing the Klap-Trap. Land on its head, then smash the DK Barrel above if necessary. Return for Expresso if he's with you.

Leap (or flap) to the top ledge, and fly off. If you don't have Expresso, slide down the icy slope and leap as you reach the bottom, onto the head of a Manky Kong. Then grab the rope as it swings left.

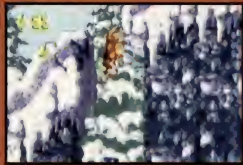


Jump off the rope and onto a tire. If you're flying with Expresso, rest on this tire, or you'll be too low to reach the next ledge. Bounce and collect the three Bananas, then grab the rope (or fly), landing on the next ledge.

Time to dismount again! Leap to the ledge containing the Klap-Trap; as it scuttles up, jump onto its head. Return for Expresso, then look right, to the narrow gap.



Camera Piece #30



FALL DOWN THE GAP, THROUGH THE SINGLE BANANA, AND INTO A CAMERA PIECE-A DELIGHTFUL SNOW SCENE ON PAGE 11. YOU LAND ON A BARREL CANNON. STEER AS YOU'RE SHOT OUT, AND LAND ON THE UPPER LEDGE.

Bonus Level 40

KONG Collecting



RUN TO THE TOP OF THIS LEDGE, WHERE YOUR PATHS CHANGE DEPENDING ON WHETHER OR NOT EXPRESSO IS WITH YOU. WITH EXPRESSO, JUMP AND GLIDE FROM THE LEDGE WITH THE STEEL BARREL UNDER IT, AND FLAP TO A FLOATING ISLAND CONTAINING AN 'N' AND THE BONUS BARREL. THIS IS THE ONLY WAY TO FIND BOTH.

Stop the Barrel!



STARE AT THE THREE BARRELS AS THREE DIFFERENT BALLOONS FLASH IN THE ORDER OF RED, GREEN, RED, BLUE. TO OBTAIN THE PRIZE, LEAP INTO ONE BARREL AT A TIME, AND STOP THE BALLOON SO THEY ARE ALL THE SAME COLOR. BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE BALLOON APPEAR THAT IS BEFORE THE ONE YOU ACTUALLY WANT. THREE BLUE EARNS A 3UP, THREE GREEN EARNS A 2UP, THREE RED A 1UP, AND DIFFERENT COLORS YIELD NOTHING. WHEN YOU FINISH, YOU APPEAR BY THE DK BARREL TO THE ISLAND'S RIGHT AND CANNOT REVISIT IT. DITCH THE BIRD WHEN YOU'RE HIT NEXT!





If you're without the bird, fall off the ledge, collecting four Bananas, and pick up the Steel Barrel. Throw the barrel at the left wall, then jump on it and run on the barrel as it careens across the ledge!

Take out three Klap-Traps as you bounce down two snow islands and roll across a ledge, a DK Barrel (this is where you land with Expresso from the second Bonus Level), up a step, and across the rest of the ledge. Roll up the hill, into the Manky Kong, and then jump to the waiting rope—avoiding a plummet as the hill drops!



If you miss with the Steel Barrel, bounce across this area, leaping the barrels as you climb the hill (Donkey is better at this). Once across the rope swing, drop onto the Necky and land on the snow island next to the bird.



Jump across the gap as a barrel drops through the gap and smashes (don't wait for it to smash, and don't stand near the gap's edge as the explosion will strike you).

Leap on that Manky Kong, then leap to the hill's top. Stomp on your final Klap-Trap (it moves up the hill from the right) and scamper down the slope.



At the base, leap low and into the Banana Bunch without falling through the gap, and land on the exit ledge. Then it's a quick saunter to the exit igloo and victory!



KONG Collecting KONG



AS YOU REACH THE SNOWY ISLAND, YOU SPY THE LETTER "G." JUMP INTO IT, THEN LAND ON THE TINY ISLAND, AND DOWN AGAIN TO ANOTHER TINY ISLAND. FINALLY, DROP TO THE BASE OF A HILL CONTAINING THE RED ARROW EXIT SIGN.

Ice Age Alley: Plan of DK Attack

"S" Ranking Difficulty: **HARD**
Preferred Kong: **EITHER**
High Score to Beat: **135,060**
Bonus Level 39: **IGNORE**
Bonus Level 40: **IGNORE**



TETHER YOUR FEATHERED FRIEND DURING THIS EXPEDITION, AS YOU WIN MORE POINTS BY BOUNCING ON BEASTS THAN FLYING OVER THEM. HIT THE MINI-NECKY AND HEAD LEFT TO NAB A 15 TIME BONUS AND "K."



BOUNCE ON THE HEADS OF THE TWO NECKIES FLOATING NEAR THE FIRST BONUS LEVEL. IGNORE THE BONUS LEVEL AND CONTINUE TO FALL AND LAND ON A MINI-NECKY (X3). HEAD LEFT TO SNATCH A 5 TIME BONUS.



CONTINUE THROUGH THE LEVEL, PASSING THE THREE ROPES, TAKING THE 5 TIME BONUS NEAR THE "O" AND EVENTUALLY BASHING THE HEAD OF THE MANKY KONG. CARTWHEEL JUMP RIGHT, THEN LEFT TO NAB THE 5 TIME BONUS NEXT TO MANKY BEFORE YOU LEAP ON THE NEARBY ROPE.



TAP THE HEAD OF THE KLAP-TRAP, THEN FALL DOWN THE GAP WHERE YOU FOUND THE CAMERA PIECE, AND TAKE THE 20 TIME BONUS. YOU NOW HAVE AROUND 50 SECONDS LEFT. BOP THE HEADS OF THE KLAP-TRAPS (X3).

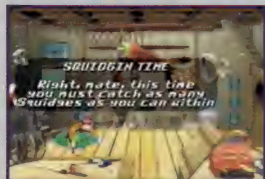


YOU COULD ATTEMPT TO FINISH THE LEVEL WITH EXPRESSO, BUT THE LACK OF ENEMY POINTS MORE THAN OUTWEIGHS THE SPEED OF COMPLETION. AND AVOID THE EXPRESSO-ONLY SECOND BONUS LEVEL—IT TAKES 25 SECONDS TO FINISH!



HEAD DOWN THE SNOW ISLANDS FOR THE "G" LETTER, AND LEAP ACROSS THE GAP NEAR THE MANKY KONG. TAKE A 5 TIME BONUS BEFORE DEALING WITH A KLAP-TRAP ON THE HILL'S OTHER SIDE. TAKE THE BANANA BUNCH NEAR THE EXIT, AND IGNORE THE TOP OF THE IGLOO—THERE ARE NO EXTRA TIME POINTS.

Gorilla Glacier Extra Area: Funky's Fishing



Step into Funky's den and admire that Bitesize in the tank above him and those massive Chomp teeth to the right of the Fishing Barrel! He offers you two options: to fly the furry fish in a Funky Barrel (which allows you to quickly revisit any previously completed levels if you missed a Camera or Bonus area), or the Fishing Barrel.

Select the Fishing Barrel. Funky needs 50 Squidges caught before the time runs

out (in 1:20)! Fortunately, only Squidges swim in this icy lake!



Refer to the "Training" section for the best way to fish; in this level, quickly pull in every Squidge you see. Snagging a Kombo of two is ideal, but there's no time for mistakes; try for as many Kombos as you can, only taking single Squidges when there's no chance of a Kombo. This is hard, but not impossible to finish.

Chimp Checklist

Item	Notes
CAMERA PIECES	#31: FUNKY'S SCENE; PART 4 OF 6

Camera Piece #31

IS YOUR BOAT SWARMING WITH SQUIDGES? THEN FUNKY KONG GRANTS YOU CAMERA PIECE #31—THE FOURTH OF THE LARGE-SCALE FISHING PICTURE IN YOUR PHOTO ALBUM. JUST TWO MORE PIECES TO GO! WHEN YOU COMPLETE YOUR FISHING, HEAD INTO THE SNOW FOR A NIGHTTIME TREX THROUGH ROPE BRIDGE RUMBLE!



NOTE

DURING YOUR FISHING, KEEP A LOOKOUT FOR AN ORANGE CRAB SCUTTLED ALONG THE SEABED. IF ONE APPEARS, WINCH IT UP TO SAFETY—YOU'RE REWARDED WITH A PICTURE (CAMERA PIECE #39) OF THE FUNKSTER HIMSELF ON PAGE 6 OF YOUR ALBUM. YOU CAN FIND A CRAB ON ANY OF THE SIX STAGES, BUT IT APPEARS MORE FREQUENTLY IN THE FISHING ZONE INSIDE CHIMP CAVERNS (THE LAST WORLD YOU VISIT).

Gorilla Glacier Area #5: Rope Bridge Rumble

Simian Strategy

There's nothing too stressful about this stage. Head bounce the leaping Kritters, and deal with the various floating Letters and Bananas (some requiring the Cartwheel Jump). There are only a couple of Zinger confrontations to worry about. Timing, as always, is the key.

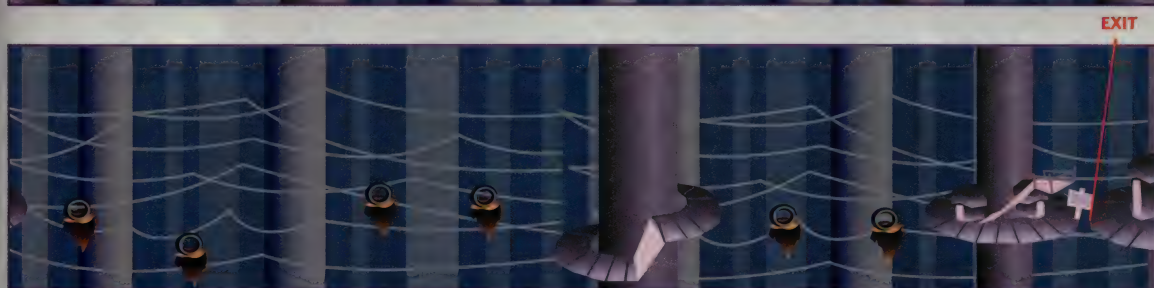
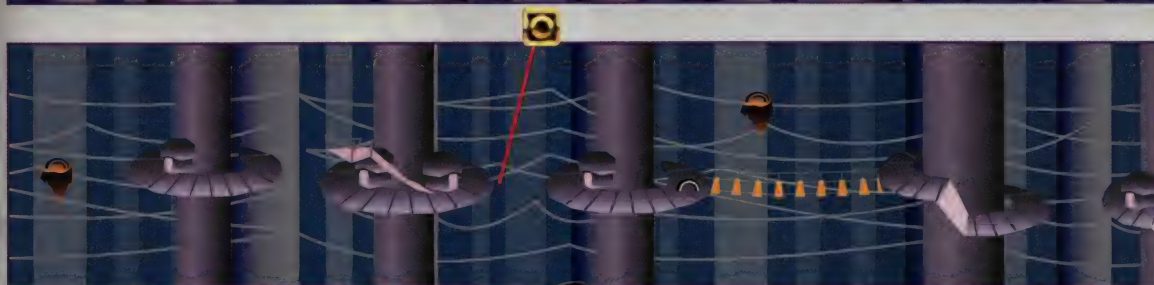
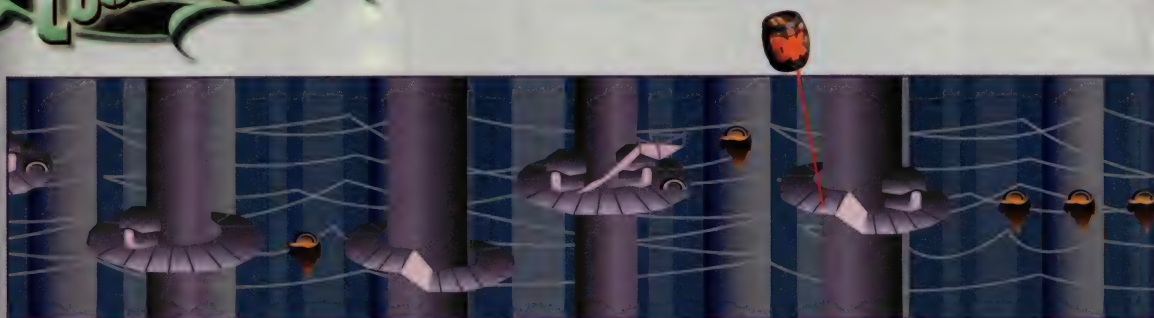
Preferred Kong: Donkey



Chimp Checklist

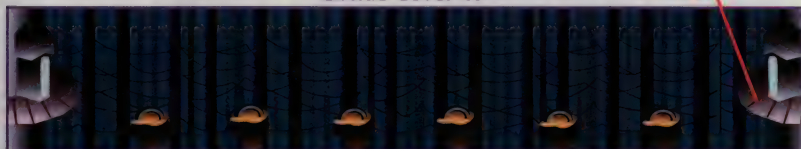
Item	Notes
ANIMAL FRIEND	WINKY
BONUS LEVELS	2
BARRELS	DK BARRELS: 3 WARP BARREL: NO WOODEN BARRELS: 1
CAMERA PIECES	#32: TOO DARK PARK
TOKENS	EXPRESSO (BONUS LEVEL 42) ENGUARDE (BONUS LEVEL 42) RAMBI (BONUS LEVEL 42) WINKY (BONUS LEVEL 42)





EXIT

Bonus Level 41

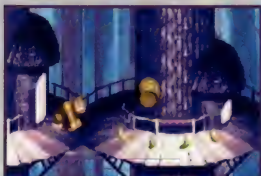


Bonus Level 42



Creature Feature

Critter	Number
KRITTER (PURPLE) -----	4
ARMY -----	2
ZINGER (BLUE) -----	8
ZINGER (ORANGE) -----	4
KRITTER (GRAY) -----	5



Turn left and pick up the DK Barrel, and smash it open as you run through four Bananas on the wooden walkway. Jump onto the rock island with the tire, and bounce right onto the head of a purple Kritter wandering on the next platform.

Continue up the small slope, bounce on the tire and through the three Bananas, and land on a second tire on the lower platform. From here, coax an Army along and have Donkey Kong demolish it with a jump.



Camera Piece #32



BEFORE YOU CONTINUE TO THE RIGHT, INVESTIGATE THE AREA YOU MISSED BY ENTERING THE FIRST BONUS LEVEL. IF YOU IGNORED THE BONUS LEVEL, REACH THIS AREA BY BOUNCING UP THROUGH THREE BANANAS. A CAMERA PIECE IS CAMOUFLAGED AGAINST THE BLUE TREES—TAKE THIS FOR AN EXCELLENT PICTURE ON PAGE 15 OF THE ALBUM.

KONG Collecting KONG



BACK ON WINKY (TAKE HIM AS FAR AS POSSIBLE), HEAD ACROSS THE TOP LEDGE AND DROP DOWN THROUGH THREE BANANAS, INTO THE "K" LETTER. WITH WINKY, HIT THE ZINGER CIRCLING THE TIRE BELOW, OR AVOID IT ALTOGETHER.

Bonus Level 41

WHEN YOU'RE DONE WITH THE ARMY, CHECK THE AREA BETWEEN THE TWO TIRES FROM WHICH YOU JUST BOUNCED. THERE'S A BONUS BARREL IN THE GAP—INVESTIGATE IT AT ONCE!

Collect the Bananas!



THIS INVOLVES BOUNCING ONTO A TIRE ISLAND AND UP THROUGH A SQUARE OF NINE FLOATING BANANAS. FALL AND LAND ON THE NEXT ISLAND AND CONTINUE THE COLLECTING. THERE ARE SIX TIRE ISLANDS AND FIVE SETS OF NINE BANANAS (45) TO GRAB.

FINALLY, LEAP TO THE EXIT PLATFORM AND BREAK OPEN YOUR OLD FROG FRIEND WINKY! EXIT FROM THE PLATFORM WHERE YOU DEALT WITH THE ARMY, AND YOU CAN TRY THIS BONUS LEVEL AGAIN.



Bounce to the second high platform, across to the tire, and leap to the lower platform containing four Bananas. A Zinger moves right to left. If you're on Winky, hit the bee as you drop. At the last tire island, bounce as the Zinger circles below (on foot) or as it appears across the tire (with Winky).

Bounce onto the next platform, tag the Kritter, land on the tire, and bounce to the upper platform. Take the four Bananas, then use the tire to leap on the tire island. Do this either when the Zinger passes over the tire (on foot), or (on Winky) as the Zinger is about to cross the tire. Land on the bee, then the tire.



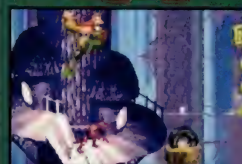
Drop onto the DK Barrel (dismount if you want to smash it), then leap from one tire island to another. Bounce again to demolish the Zinger (on Winky), then repeat the same maneuver on the two identical tires and second Zinger.



At the rope bridge, leap over the tire and onto the Kritter, then bounce on the tire and up to the floating island containing the tire. Grab the 16 Bananas in two rows of eight.

Head to the next platform, then leap on the two Kritters' heads. To accomplish this, jump just as the one moving right to left descends, then continue the bounce to hit the other. Cartwheel Jump for the Banana Bunch.

KONG Collecting KONG



OVER THE GAP, HEAD TO THE TWO-TIER PLATFORM AND BOUNCE ON THE KRITTER ON THE LOWER LEVEL. WITH WINKY, EXECUTE A LARGE JUMP THROUGH THE "N" LETTER, DOWN THE THREE BANANAS, AND ONTO THE MOVING TIRE ISLAND. WITHOUT WINKY, JUMP ON THE ISLAND FIRST, AND USE THE TIRE TO LEAP VERTICALLY FOR THE "N," THEN STEER BACK ONTO THE ISLAND.

KONG Collecting KONG

BOUNCE TO THE PLATFORM, COLLECT THE FOUR BANANAS, THEN LEAP THE GAP TO THE CONTINUE BARREL. AHEAD IS A LEAPING KRITTER—CARTWHEEL AT IT AS IT DESCENDS, TAKE THE "O" LETTER, AND JUMP TO THE OTHER SIDE. OR, JUMP AS IT'S DESCENDING LEFT IF YOU'RE ON WINKY! AND BOP ITS HEAD. DISMOUNT TO CARTWHEEL JUMP FOR THE "O."





Leap to the next platform, and jump to the floating tire island as it starts to move left to right. Bounce twice at low level, then bounce high over the Zinger (or onto it with Winky). Land on the tire in time to leap onto the stationary island with the DK Barrel above it.

Leap on the next tire island as it starts to move right, bouncing twice and over two Zingers (or onto them and aim for the tire with Winky). Complete this negotiation, then jump for the wooden platform.

KONG Collecting



FOLLOW THE SAME PLAN TO DELIVER A BLOW TO THE TWO BOUNCING KRITTERS (AIM FOR THE FIRST AS IT DESCENDS TO THE LEFT). ONCE BOTH ARE OUT OF THE WAY, DISMOUNT FROM WINKY (IF APPLICABLE), AND CARTWHEEL JUMP TO COLLECT YOUR FINAL LETTER.

Bonus Level 42

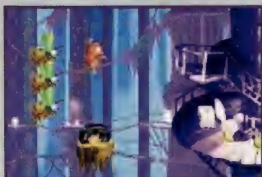


AT THE NEXT PLATFORM, PASS THE RED EXIT ARROW SIGN, IGNORE THE WOODEN BARREL, AND LEAP ONTO THE MOVING TIRE ISLAND. RIDE THE TIRE TO A SECOND, LOWER TIRE ISLAND, AND BOUNCE ON THIS AS YOU REACH A LONE BANANA. BOUNCE VERTICALLY TO THE SECOND BONUS LEVEL'S ENTRANCE.

Stop the Barrel!



THREE BARRELS EACH HAVE AN ANIMAL TOKEN FLASHING INSIDE, IN THE ORDER OF RAMBI, ENGUARDE, WINKY, AND EXPRESSO. TO OBTAIN A TOKEN, LEAP INTO ONE BARREL AT A TIME AND STOP ALL THREE ON THE SAME TOKEN. TO ACCOMPLISH THIS, BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE TOKEN THAT IS BEFORE THE ONE YOU WANT. YOU APPEAR ON THE NEXT WOODEN PLATFORM TO THE RIGHT OF THE TIRE ISLANDS FROM WHICH YOU JUMPED, BUT YOU CANNOT RETRACE YOUR STEPS.



If you didn't enter the Bonus Level, leap to a third tire island and ride it to a wooden platform (where you appear after the Bonus Level). Three vertical Zingers block your way forward!

Leap on the tire island as it begins to move right so you can land on the tire. Bounce up and over the Zinger trio, and land on the other side.

Bounce once more onto a final platform, bag the four Bananas, and exit.

Rope Bridge Rumble: Plan of DK Attack

"S" Ranking Difficulty: HARD
Preferred Kong: DONKEY
High Score to Beat: 150,820
Bonus Level 41: ENTER
Bonus Level 42: IGNORE



YOU NEED SPEED, SO DON'T PAUSE AS YOU RACE RIGHT. MAKE ONLY ONE BOUNCE PER TIRE, LAND FLUSH ON THE PURPLE KRITTER, AND ACCESS BONUS LEVEL 41. THIS TAKES TIME, BUT WINKY CAN PILE ON THE POINTS WITH HIS ZINGER TAKEDOWN TECHNIQUE!



DROP ON THE "K," DEAL WITH A ZINGER, THEN DISPATCH THE NEXT TWO (AND CLAIM THE 15 TIME BONUS ABOVE THE SECOND). ANOTHER ONE'S NEXT TO THE INCOMING DK BARREL. HAVE WINKY BOUNCE ON ALL BEES.



CONTINUE WITH YOUR BEE BOPPING, AND DEAL WITH THE GRAY KRITTER FIRST. DISMOUNT AND CARTWHEEL JUMP FOR THE 5 TIME BONUS AND THE "O" LETTER. BOUNCE ON THE PURPLE KRITTER ON THE ROPE BRIDGE, INTO THE FLOATING BANANAS, AND GRAB A 20 TIME BONUS.

YOU'LL HAVE MORE THAN A MINUTE LEFT ON THE CLOCK.



YOU CAN BOUNCE THE TWO KRITTERS WITH OR WITHOUT WINKY (X2 WITHOUT). WHEN YOU REACH THE ISLANDS AND ZINGERS, BOUNCE ON THE FIRST ZINGER AND THE TWO VERTICAL ONES AFTER THE DK BARREL. DISMOUNT TO GET THE TWO OTHER GRAY KRITTERS, THE "G," AND THE 5 TIME BONUS.



DON'T PICK UP THE BARREL AFTER THE SECOND BONUS LEVEL, BUT TIME YOUR JUMPS TO TAKE THE TWO FLOATING 5 TIME BONUSES. DON'T ENTER THE SECOND BONUS LEVEL, AS IT TAKES AN AGE TO FINISH.



BOUNCE OVER THE THREE ZINGERS, OR BETTER YET, TRY IT WITH WINKY AND TAKE OUT ALL THREE (KEEP BOUNCING VERTICALLY TO LAND ON THE TIRE). CLAIM THE 10 TIME BONUS, AND REMEMBER, THE THREE ZINGERS AND EXITING WITH WINKY NETS YOU A COOL 20,000 EXTRA POINTS!

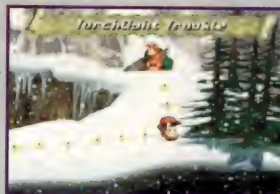
Gorilla Glacier Area #6: Torchlight Trouble

Simian Strategy

The sight of Squarks, the most under appreciated (and underused) of your animal friends is most welcome in this dark series of caverns. Although Diddy's long jumps are easier to achieve, Donkey Kong is your mainstay on this level—his Krusha-confounding techniques are legendary. Make sure Squarks' light is shining in the correct direction before you make any sudden maneuvers!

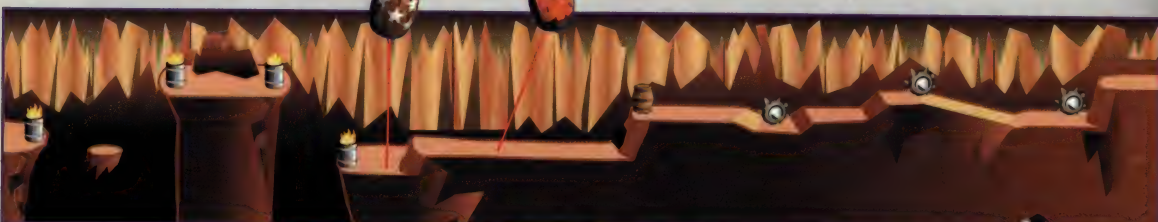
Preferred Kong: Donkey

Start



Creature Feature

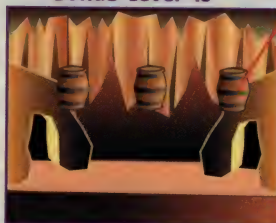
Critter	Number
KLUMP	-----5
KRUSHA	-----6
KLAP-TRAP	-----1



Chimp Checklist

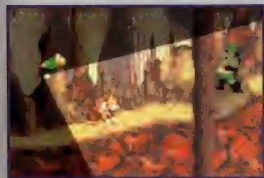
Item	Notes
ANIMAL FRIEND	SQUARKS
BALLOONS	RED: 1 (BONUS LEVEL 43)
BONUS LEVELS	2
BARRELS	DK BARRELS: 2 WARP BARREL: NO WOODEN BARRELS: 2
CAMERA PIECES	#33: FLASHLIGHT IN THE PAN
TOKENS	RAMBI (BONUS LEVEL 44)

Bonus Level 43



Bonus Level 44





Squawks is automatically available at this level's start. Turn in the direction of his light before you make any sudden moves, so the path is lit. Turn from the entrance, leap above the cave mouth, and knock open the DK Barrel.



NOTE

IF YOUR SETUP INCLUDES A NINTENDO GAME BOY® ADVANCE SP OR YOU ARE LINKING UP TO A TELEVISION VIA YOUR NINTENDO GAMECUBE™ AND GAMECUBE PLAYER, YOU CAN SEE MUCH MORE OF THIS LEVEL. TURN THE BRIGHTNESS UP ON YOUR TV, TOO!



Bop the incoming Klump on its metal hat, and run to the end of the ledge. Leap over the burning oil drum, remaining high in the air. Steer your fall so you land left of the next drum.



Jump over the drum, leap across the next gap (taking the two Bananas with you), and land to the left of the next drum. Now leap over it onto a Klump's head (this is easier with Donkey but Diddy can roll into them), or wait for the Klump to head past the drum, then bounce on it vertically.

KONG Collecting



THESE GOLDEN LETTERS ARE EASY TO SPOT! AT THE LEDGE'S END, JUMP OVER THE DRUM AND LAND ON A MOVING PLATFORM; LEAP AS IT MOVES FROM RIGHT TO LEFT TOWARD YOU. AS THE PLATFORM MOVES LEFT TO RIGHT, LEAP UP AND ACROSS, THROUGH THE "O," AND LAND ON THE PLATFORM.



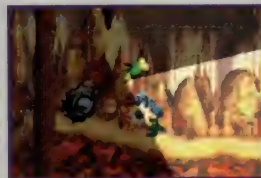
Make a perfect jump over the oil drum, jump again onto the

Klump, and take another leap over the drum at this ledge's other end. Drop through three Bananas and onto a platform, then wait for it to ascend to its highest point.

Once you're high enough, leap right, over another drum, and steer onto the head of another Klump. Once the Klump is dispatched, leap the right drum as another platform descends. Ride this up and make another perfect leap.



Land past the drum, snag the three Bananas above you, and leap over the drum, directly through the two floating Bananas, and land to the oil drum's right, smashing the Continue Barrel. You need only a regular jump to reach this area.



If you ignored the Bonus Level, you can use the Wooden Barrel to smash into the Krusha (or better yet, employ Donkey himself) before leaping over a second Mincer and onto another Krusha.

Head toward the arc of five Bananas showing you the jump over the Mincer. Once on the upper ledge, bounce off the Krusha's head. Try to continue the bounce onto a second Krusha, and run to the edge of the walkway.



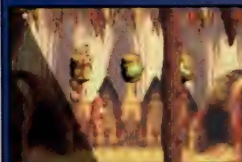
Try a long jump through two Bananas, landing on the other side of the Mincer. Then leap

Bonus Level 43

CRAWL UNDER THE NARROW OPENING, TAKING THE FOUR BANANAS AND SMASHING THE DK BARREL. WHEN YOU EMERGE, GRAB THE WOODEN BARREL FROM THE WALKWAY ABOVE. IGNORE THE KRUSHA AND DROP TO THE LOWER LEDGE—THE RIGHT WALL UNDER THE BARREL'S LOCATION IS A HIDDEN ENTRANCE!



Stop the Barrel!



THREE BARRELS EACH HAVE, IN ORDER, A BANANA, A BUNCH, A BANANA, AND A 1UP BALLOON FLASHING INSIDE THEM. TO OBTAIN THE CHOSEN ITEM, LEAP INTO ONE BARREL AT A TIME AND STOP ALL THREE ON THE SAME ITEM. BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE ITEM THAT IS BEFORE THE ONE YOU WANT (SO FOR

THE 1UP BALLOON, LEAP AS YOU SEE THE BANANA THAT APPEARS AFTER THE BUNCH). YOU EXIT TO THE RIGHT OF A MINCER (THE WHIRRING COG). JUST RIGHT OF THE EXIT. YOU CAN RETURN TO THIS BONUS LEVEL FAIRLY EASILY IF YOU WISH.

KONG Collecting



WHEN YOU LAND ON THE LOWER FLAT LEDGE, CARTWHEEL TO THE LEFT, THROUGH THE FLOATING "K," THEN JUMP BACK TO THE RIGHT, LANDING ON THE HEAD OF THE KLUMP THAT WALKED PAST THE BARREL TO STOP YOU. DO THIS IN ONE MOTION.

vertically and land on the head of a patrolling Krusha. You're on the platform with the red arrow exit sign. Not long to go, now!

KONG Collecting



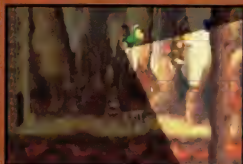
JUMP OVER ANOTHER MINCER AND OVER A GAP, GRAB THE TWO FLOATING BANANAS, THEN LEAP OVER THE NEXT MINCER AND LAND ON THE ROCK ISLAND AS IT REACHES THE BOTTOM. THEN CARTWHEEL RIGHT, INTO THE FLOATING "N." JUMP LEFT DURING THE CARTWHEEL AND LAND BACK ON THE ROCK.



Wait for the rock platform to rise, and leap right at the

top. Run and jump between two Mincers, landing on a Krusha just before it walks past the first Mincer, then leap over the next. Take a Wooden Barrel here.

Camera Piece #33



YOU CAN RETURN TO THIS LAST BONUS LEVEL. AS YOU'RE DEPOSITED BACK AT THE EXIT AREA, BEFORE YOU EXIT, JUMP INTO THE CAMERA PIECE FLOATING ABOVE IT—A WONDERFUL PICTURE OF SQUAWKS ON PAGE 8 OF YOUR ALBUM. NOW SAY GOODBYE TO THE BIRD—THAT'S THE LAST YOU'LL SEE OF HIM!



Bonus Level 44

WALK ACROSS THE PATHWAY, LEAP OVER THE MINCER AND DOWN A DROP TO A LOWER LEDGE AND THE EXIT CAVE. KEEP HOLD OF THAT BARREL AND TURN LEFT, SMASHING THE HIDDEN ENTRANCE TO THE SECOND BONUS LEVEL. ENTER IT.



KONG Collecting



YOU APPEAR IN A SMALL CHAMBER WITH A Klap-trap. LAND ON ITS HEAD, AND IT RELEASES A BANANA BUNCH. GRAB THIS FRUIT BEFORE IT DISAPPEARS (IN AROUND THREE SECONDS). THEN TRY THIS PLAN AGAIN (UP TO 10 TIMES, AFTER WHICH YOU ARE AWARDED A RAMBI TOKEN) FOR MORE BUNCHES. IF YOU

EXPLODE THE Klap-trap AFTER IT RELEASES ALL ITS FRUIT, OR ARE HIT BY EITHER CROC, YOUR BONUS LEVEL ENDS. STAY ON THE SCREEN'S FAR RIGHT, USING DONKEY KONG'S HIGHER JUMP TO LEAP ON THE Klap-trap, AND USE THE EXTRA HEIGHT TO LEAP UP INTO THE "G" LETTER ABOVE THE ENTRANCE (THERE'S AN AREA OF WALL YOU CAN BOUNCE OFF, INTO THE LETTER). IGNORE THE TIRE.

Torchlight Trouble: Plan of DK Attack

"S" Ranking Difficulty: MEDIUM
Preferred Kong: DONKEY
High Score to Beat: 129,810
Bonus Level 43: IGNORE
Bonus Level 44: IGNORE



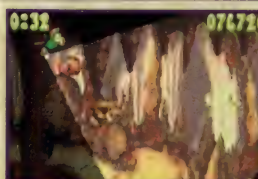
ROLL OR BOP THE KLUMP, THEN ROLL LEFT FOR THE "K" AND LEAP RIGHT ONTO THE SECOND KLUMP. THE THIRD KLUMP HAS A 5 TIME BONUS NEXT TO IT. NAB THE "O" AND THE TWO KLUMPS ON THE LEDGES AS YOU LOCATE YOUR FIRST ISLAND.



THIS ISLAND PLATFORM HAS A 10 TIME BONUS FLOATING BEHIND A FOREGROUND PILLAR. CARTWHEEL JUMP FOR IT AT THE ISLAND'S LOWEST POINT (CARTWHEEL RIGHT, LEAP LEFT). CONTINUE RACING PAST THE CONTINUE BARREL. EITHER KONG CAN BASH THE FIRST KRUSHA WITH THE WOODEN BARREL.



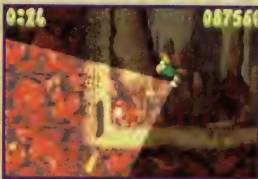
DON'T TAKE THIS WOODEN BARREL INTO THE FIRST BONUS LEVEL—IT HOLDS ONLY BALLOONS TO POP AND TIME TO WASTE.



THERE'S ROOM FOR DONKEY KONG TO ATTEMPT A X2 COMBO ON TWO OF THE FOUR KRUSHAS AS YOU CONTINUE YOUR LEAPING OVER MINCERS. WHEN YOU REACH THE "N" LETTER, IDEALLY WITH AROUND 30 SECONDS LEFT ON THE CLOCK, TRY THE FOLLOWING MANEUVER.



CARTWHEEL LEFT (INTO THE 5 TIME BONUS), LEAP RIGHT AS THE ISLAND REACHES ITS LOWEST POINT, CARTWHEEL RIGHT INTO THE "N." LEAP LEFT, THEN RIDE THE ISLAND UP. YOU CAN DO THIS IN ONE MANEUVER WITHOUT WASTING ANY TIME.



THE SECOND BONUS LEVEL IS WORTH YOUR TIME ONLY IF YOU CAN DROP THROUGH ALL THE BANANAS, BOUNCE UP THE LEFT SIDE ON THE TIRE FOR THE 5 TIME BONUS, AND GRAB THE "G" WITH ONE BOUNCE OFF THE Klap-trap, AND THEN GET STRUCK BY IT TO ALLOW YOU TO ESCAPE WITH HASTE.



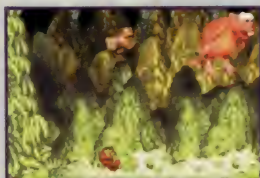
Gorilla Glacier Boss Area: Really Gnawty Rampage

THREAT LEVEL: MEDIUM
PREFERRED KONG: EITHER
CAMERA PIECES: NONE

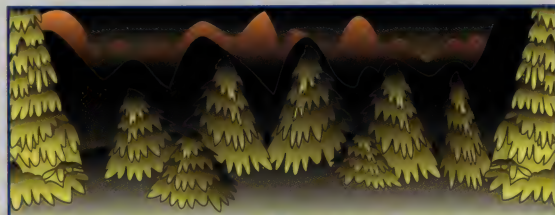


This time around, the Banana warehouse is larger and has falling stalactites! The gigantic rodent that bounds into view, however, is instantly recognizable as your old fiend Very Gnawty. Actually, this is his twin brother Really Gnawty!

As with many twins, Really Gnawty acts just like his brother. He bounces left and right along the chamber, attempting to squish you. Either run under his jumps, or leap over them and bop him on the bounce.



Jump early to avoid disappointment! When you hit his head, Really Gnawty



turns red. He bounces to the arena's far side and lands with a massive thump, dislodging all of the stalactites on the ceiling. They slowly fall to the ground.

Simply stand between the falling stalactites to avoid being struck. Really Gnawty begins jumping again. Jump and hit him, repeat the stalactite avoidance. The stalactites fall from left to right each time, so you can easily avoid them!



After five blows to the head, Really Gnawty staggers and collapses. What an easy victory! Your gigantic Banana appears, as does Cranky. He's quite happy to let you rappel down the mountain to the Kremkroc industrial zone; meanwhile he's off with your huge fruit!

Welcome to Kremkroc Industries Inc.



Kremkroc Industries has many fiendish traps, mainly encompassing visual tomfoolery (such as blackness and jumps of faith) to provide the challenge. There's only one way through these levels, but a lot is hidden along the way, and it takes incredibly fiendish methods to enter all of the Bonus Levels. That K.Rool is one cruel customer!



Kremkroc Industries Inc. Area #1: Oil Drum Alley

Simian Strategy

You spend most of the time checking various weakened floor tiles for a variety of hidden prizes, including TNT Barrels and even KONG Letters! Other than that, keep a slow and steady pace the first time through, leaping every gap and dispatching every creature with correct timing. Also check out the most hidden Bonus Level in the entire game ... read on to find out more!

Preferred Kong: Diddy

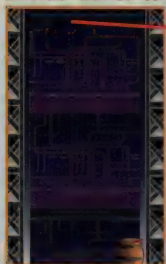


Chimp Checklist

Item	Notes
ANIMAL FRIEND	RAMBI
BALLOONS	RED: 3 (BONUS LEVEL 45, 46A, 46B) GREEN: 1 (BONUS LEVEL 46B) BLUE: 1 (BONUS LEVEL 46B)
BONUS LEVELS	3
BARRELS	DK BARRELS: 4 TNT BARRELS: 2 WARP BARREL: NO WOODEN BARRELS: 1
TOKENS	WINKY (BONUS LEVEL 46)



Bonus Level 45



Bonus Level 46



Bonus Level 47



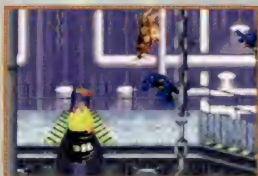
Creature Feature

Critter	Number
GNAWTY	6
KRITTER (BLUE)	18
MANKY KONG	5



Scamper forward, leaping onto the large metal oil platform containing the Gnaty. Bounce on the Gnaty, collect the three

Bananas, then jump left onto a conveyor rope. Ride this left to the area above the start point.



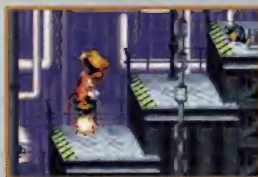
You are deposited to the right of the oil drum you blew up (it reappears), and must now face two bouncing Kritters. Try rolling through them, or leaping over and on them as they land. Walk down the slope to the DK Barrel.

At the end of the walkway is a Wooden Barrel. Use it as protection from incoming Kritters. Jump over the step with the oil drum on it, and when you land, ram the barrel into the first Kitter, and jump on the other.

KONG Collecting



RUN UP TO THE GAP IN THE WALKWAY AND LEAP ACROSS. GRAB THE "K" GOLDEN LETTER ON THE WAY. ON THE OTHER SIDE, BOUNCE ON THE TIRE, UP AND OVER THE NEXT OIL DRUM.



You come to a set of giant steps; jump onto the upper step and land on an incoming Gnaty. With Diddy, you can bounce on all three Gnaties as you ascend—without touching the ground! At the top of the steps, look down.

Bonus Level 46(A)



INSTEAD OF JUMPING TO THE TIRE, DROP SHORT ONTO THE FLOOR TILE AND BREAK OUT A TNT BARREL. PICK UP THE BARREL, HEAD LEFT INTO THE BASE OF THE STEPS YOU JUST ASCENDED, AND ENTER BONUS LEVEL 46.

Stop the Barrel!



THREE BARRELS EACH HAVE, IN ORDER, A BANANA, A IUP BALLOON, A BANANA, AND A WINKY TOKEN FLASHING INSIDE THEM. TO OBTAIN THE CHOSEN ITEM, LEAP INTO ONE BARREL AT A TIME AND STOP ALL THREE ON THE SAME ITEM. BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE ITEM THAT IS BEFORE THE ONE YOU ACTUALLY WANT ISO FOR THE WINKY TOKEN, LEAP AS YOU SEE THE BANANA THAT APPEARS AFTER THE IUP BALLOON. IF YOU FINISH WITH THREE IUP BALLOONS OR WINKY TOKENS, THE BONUS LEVEL ENDS.

Bonus Level 45

STAND ON THE ROOF OF THE STARTING POINT, AND JUMP DOWN, LANDING HEAVILY ON THE SQUARE FLOORING TILE. IT SMASHES, REVEALING A TNT BARREL. CARRY THE BARREL TO THE LARGE SILVER PLATE ON THE GROUND BEFORE THE FIRST BURNING OIL DRUM. THROW THE TNT BARREL INTO THE DRUM. IT EXPLODES, EXPOSING A GAP. DROP DOWN THE GAP INTO A BONUS BARREL.



Collect the Prizes!



YOU APPEAR INSIDE A FLOATING BARREL CANNON MOVING LEFT AND RIGHT. ABOVE ARE FIVE COLUMNS OF 10 BANANAS. AT THE TOP OF THE MIDDLE COLUMN IS A IUP BALLOON. LAND BACK IN THE BARREL AFTER COLLECTING YOUR GOODIES; AIM FOR THE SAME AREA FROM WHICH YOU LAUNCHED. FIRE UP THE MIDDLE FOR

THE IUP BALLOON. IF YOU REPEAT THE PROCESS OF GETTING HERE (VIA THE ROPE, LEAPING, AND TNT BARREL), YOU CAN COME BACK HERE.

Bonus Level 46(B)



TO ENTER A SUPER SECRET BONUS LEVEL ATTACHED TO THIS ONE, SELECT THREE BANANAS. WHEN YOU DO THIS, YOU RECEIVE A WOODEN BARREL. AS SOON AS THIS APPEARS, JUMP UP AGAINST AND SLIDE DOWN THE RIGHT WALL. THIS OPENS ANOTHER BONUS LEVEL WALL! IF YOU DON'T SLIDE DOWN THE WALL AND THROW THE BARREL INSTEAD, THE DOORWAY OPENS, BUT THE BONUS LEVEL WILL FINISH. YOU MUST SLIDE TO ENTER THIS ROOM!

Spell It Out!



YOU APPEAR IN A SMALL CHAMBER WITH A FLOATING CIRCLE OF LETTERS SPELLING "DONKEY." FROM THE ROOM'S CENTER, LEAP INTO EACH LETTER IN THE CORRECT ORDER AS IT FLASHES. SPELL OUT "DONKEY," AND RECEIVE A 1UP BALLOON. NEXT, A FLOATING CIRCLE OF LETTERS SPELLING "KONG" APPEARS. SPELL THIS AND YOU'LL GET A 2UP BALLOON. FINALLY, A FLOATING CIRCLE OF LETTERS SPELLING "COUNTRY" APPEARS. GAIN A 3UP BALLOON FOR SPELLING THIS!



When you leave either of the Bonus Levels, you emerge on the tire next to the doorway (meaning you

can reenter these two rooms instantly to claim more prizes). When you're done, bounce up past two oil drums and off three tires.

Head over the ledge and up a ramp. Next, leap over an oil drum and land on a Gnawty. Continue the bounce and fly over a second drum and hit another Gnawty. Continue this bounce by flying over the last oil drum and land on the weak tile below.



The tile reveals a DK Barrel; ram it into a bouncing Kritter. Next, head up the ramp and collect the three Bananas, and leap into a Barrel Cannon. Don't drop into the gap! Steer your blast to the right.

Land on the weak floor tile and reveal a tire. This is useful for the jumping to come. Push the tire right, then bounce on the heads of three incoming Kritters (this can be done in a combo).



Navigate the ramp down and two oil drums on a flat area. Leap on the tire and onto the heads of the two Kritters (or leap from the ground as they descend. Bounce off the second one into the floating Banana Bunch.

KONG Collecting



THE REMAINDER OF THIS RAMPED AREA CONSISTS OF TWO MORE OIL DRUMS AND THREE KRITTERS. BOUNCE THEM IN A SERIES, EITHER VIA THE TIRE (KEEP PUSHING IT!) OR GROUND JUMPING. BOUNCE OFF THE FINAL (OR SECOND TO FINAL) KRITTER AND INTO THE FLOATING "O" ABOVE THE LAST DRUM.



Just past the last oil drum, leap on the small ledge and disintegrate the Continue Barrel. Follow the line of three Bananas up a small ramp to a ledge with an oil drum on it. There's a hidden barrel here; wait for the fire to finish burning in the drum, leap on it, and land heavily on the weak tile.

Out pops a DK Barrel. Leap the narrow gap, jump to avoid an incoming barrel, and jump to the ledge with three Bananas on it. You're safe from the nearby Manky Kong, so bop it from here!



Before you continue, head back to the gap between the DK Barrel location and Manky Kong, and drop down. There's a hidden Rambi crate here! Mount the beast and bounce up to the pathway.

Leap over the gap and oil drum (if Rambi hits the drum, jump back on him quickly!); ram the two Kritters as you head up the ramp. At the top, jump to the ledge with the Manky Kong on it and butt this beast off its perch!



Next to the Manky Kong is a Wooden Barrel. If you lack Rambi (ideally, you are still riding the rhino), you need this to access a Bonus Level. Head up the ramp, leap and ram the two Kritters, and take the three Bananas.



Bonus Level 47

KEEP RUNNING RIGHT UNTIL YOU SEE THE FLOATING OIL DRUM. DON'T WAIT FOR THE FIRE TO DIE DOWN. CONTINUE ALONG THE TOP PATH—DROP AND MOVE UNDER IT, RAMMING THE RIGHT WALL TO OPEN THE NEXT BONUS LEVEL. USE RAMBO, OR THAT WOODEN BARREL.



KONG Collecting **KONG**



INSIDE THE INDUSTRIAL AIRSPACE, LAUNCH YOURSELF PRECISELY FROM SUBSEQUENT BARREL CANNONS. DO THIS AT THE MOMENT YOU LAND IN EACH BARREL TO CLEAR THIS BONUS LEVEL THE QUICKEST. IF YOU LOSE YOUR NERVE, WAIT FOR EACH BARREL TO LINE UP WITH THE NEXT. YOU'RE AWARDED A BANANA, TWO BANANAS, TWO SETS OF THREE BANANAS, A BUNCH, AND FINALLY AN "N" GOLDEN LETTER BEFORE YOU REACH THE EXIT. YOU APPEAR PAST A MANKY KONG. AT THE END OF THE LEDGE YOU REACHED IF YOU JUMPED ON THE FLOATING DRUM ABOVE THE BONUS LEVEL ENTRANCE.



If you don't enter the Bonus Level, leap on the oil drum, onto the ledge, and bop the Manky Kong; leap to another ledge with another Manky (after securing the floating Banana Bunch). If you need another Wooden Barrel, find one in the weak floor after the second Manky.

Leap onto the ledge (where you appear after the Bonus Level), and wait for the oil-drum fire to die. Once on the drum, wait for the Kritter to appear (you'll be hit if you jump instantly), and then bop onto its head. Wait and jump to the next drum when the fire goes out.



TIP

YOU CAN ACTUALLY LAND ON A BARREL JUST BEFORE THE FIRE GOES OUT AND NOT BE HURT BY IT. WHEN YOU SEE THE FIRE APPEAR AND DISAPPEAR, YOU HAVE HALF A SECOND TO SPARE BEFORE YOU LOSE A MONKEY.



Quickly jump on the next drum and another (before they relight!) and land on a small ledge; leap on the two Kritters. Hop across another drum to a walkway with two Bananas on it and climb the stairway.

Leap the barrels and deliver a bop to the Manky Kong at the top. Drop down the ramp and scoop up the six Bananas before passing the red arrow sign. Now comes the tricky part—only fiery oil drums lie between you and a plummet!



NOTE

THE REMAINING DRUMS FLARE UP TWICE AND THEN GO OUT—LEAP ON THEM ONLY AFTER YOU SEE THE FLAMES DIMINISH FOR THE THIRD TIME TO AVOID A SCORCHED SIMIAN.



Leap across two oil drums and onto a tire. Make six long bounces on the tire and then land on the next two oil drums; clamber across them, onto another tire. Bounce five or six times to land on two more oil drums.

KONG Collecting **KONG**



DON'T LEAVE THIS ZONE WITHOUT YOUR FINAL HIDDEN ITEM! AFTER YOU FINISH LEAPING THE OIL DRUMS, JUMP OFF THE FINAL ONE, DOWN AND ONTO A WEAK TILE, DISLODGING YOUR "G" LETTER. FINALLY, SCAMPER UP THE RAMP AND OUTTA HERE!



Oil Drum Alley: Plan of DK Attack!

"S" Ranking Difficulty: **HARD**
Preferred Kong: **DIDDY**
High Score to Beat: **186,900**
Bonus Level 45: **ENTER**
Bonus Level 46: **IGNORE**
Bonus Level 47: **IGNORE**



ENTER THE FIRST BONUS LEVEL AS THE BONUS BARREL HAS A 10 TIME BONUS ABOVE IT. FIRE THROUGH THE BANANAS AND EXIT IMMEDIATELY; COMBO THE TWO SETS OF KRITTERS AS YOU HEAD TOWARD THE "K" (X2, X2).



WHEN YOU CLIMB UP THE THREE LARGE STEPS AND DOWN THE OTHER SIDE, USE DIDDY TO LENGTHEN YOUR LEAP AND HIT ALL THREE DESCENDING GNAWTIES (X3). AT THE OTHER SIDE, IGNORE THE SECOND BONUS LEVEL (AND ITS ULTRA-SECRET ADJUNCT).

Oil Drum Alley: Plan of DK Attack! (continued)



BOUNCE DOWN THE OIL-DRUM STEPS AND LAND ON BOTH GNAWTIES IN ONE FLUID BOUNCE-FEST (X2). AFTER THE BARREL CANNON, ROLL INTO THE FIRST KRITTER, AND BOUNCE ON THE HEAD OF THE SECOND AND THIRD (X2). TIME THE ROLLING OR HEAD STOMPS ON THE REST OF THE KRITTERS PRIOR TO CLAIMING THE "O."



MANEUVER AS NORMAL AFTER THE CONTINUE BARREL, UNTIL YOU'RE PAST THE FIRST MANKY KONG, THEN ROLL THROUGH THE TWO KRITTERS ON THE STAIRS (X2). BOP THE SECOND TWO (X2). USE RAMBI TO GET YOU AS FAR AS POSSIBLE.



IF YOU HAVE QUICK REFLEXES, USE THE WOODEN BARREL TO OPEN THE THIRD BONUS LEVEL, BUT FIRE STRAIGHT AWAY. BETTER TO SAVE TIME AND HEAD UP THE RAMP, DEAL WITH BOTH MANKY KONGS, AND TAKE THE 15 TIME BONUS BETWEEN THEM.



WAIT A MILLISECOND FOR THE KRITTER BETWEEN THE OIL DRUMS TO APPEAR, THEN LEAP ACROSS, COLLECTING THE 5 TIME BONUSES TO THE DK BARREL. COMBO THE NEXT TWO KRITTERS (X2), AND LEAP INTO THE THREE 5 TIME BONUSES ON THE RAMP TO THE MANKY KONG. FINALLY, COMPLETE THE LAST SECTION AS USUAL.

Kremkroc Industries Inc. Area #2: Trick Track Trek Simian Strategy

The conveyor-belt scaffolding and slow-moving ride masks a series of precise jumps and placements on the belt you're riding. These jumps and placements must be spot-on to succeed. Leap early to avoid disappointment, land on incoming Neckies, and dodge the many beasts that fall from the sky throughout the latter part of this stage. Almost every critter in the book gets thrown at you here! Donkey Kong is recommended.

Preferred Kong: Donkey

Start





EXIT

Bonus Level 48



Bonus Level 49



Bonus Level 50



Creature Feature

Critter	Number
NECKY (GROUND) -----	3
NECKY (FLYING) -----	13
MINI-NECKY -----	5
GNAWTY -----	6
ZINGER (ORANGE)-----	2
ZINGER (YELLOW) -----	1
KLAP-TRAP (RED)-----	1
KRITTER (BLUE)-----	1
KLUMP -----	2
KLAP-TRAP (TURQUOISE)---	3
ZINGER (BLUE) -----	1
MANKY KONG -----	2
KRUSHA -----	1

Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 2 (BONUS LEVEL 49, 50) GREEN: 1 (BONUS LEVEL 50) BLUE: 1 (BONUS LEVEL 50)
BONUS LEVELS	3
BARRELS	DK BARRELS: 4 WARP BARREL: NO
TOKENS	WINKY





Run under the nut-throwing Necky, watching out as it first throws one right, where you usually run to. Run after the nut drops, then up the rickety platform, jump down through three Bananas, and land on a conveyor belt.

Stay on this conveyor belt for most of this level. Ride it to the flying Necky, jump up of it, into a DK Barrel, then land on its head; stand back on the belt. Take two sets of two Bananas as the belt negotiates a staggered drop.



At the next stretch, leap over a Necky for three Bananas, landing on it, and back to the belt. Then ride the belt to a Banana Bunch above a Necky. This bird

moves up and down—jump at the bird's lowest point to bop it and claim the item.



Stay on the belt's right side as it ascends. Jump around the Necky and land on its head. As the belt moves right, leap for three floating Bananas. Just as the belt descends, leap vertically up so you bop on the Necky you pass through.

Leap again for the second Necky on this descent (don't stand on the belt and get hit!); as the belt moves right, jump early and land on the head of a fast-moving Necky (at least jump over it). Next ride the belt to a DK Barrel floating on your left.



As the belt whirrs right, make a leap, before you spot two flying Neckies. Tag both of them in a combo bounce, then ride the belt down a zigzag "step" (bop another Necky halfway down).



KONG Collecting

KONG



THERE'S A TRICKY GOLDEN LETTER TO TAKE JUST AHEAD. WAIT FOR THE NECKY ABOVE THE LETTER TO THROW ITS FIRST NUT. THEN RUN TO THE BELT'S RIGHT AND LEAP FOR THE "K" AS YOU PASS UNDER IT. IF YOU DON'T, YOU'RE STRUCK BY THE SECOND NUT. YOU CAN'T FIGHT THIS NECKY.

KONG Collecting

KONG



RIDE THE BELT RIGHT, JUMP AN INCOMING NUT FROM A MINI-NECKY, THEN LEAP A SECOND NECKY, LANDING ON THE BIRD'S HEAD. PREPARE FOR PRECISION JUMPING WHEN YOU SEE A NECKY COMING. THESE FLY SLOWLY, SO LEAP ON THE FIRST, SECOND, THIRD, AND THEN INTO THE "O" LETTER YOU CAN'T NORMALLY REACH.



Ride the belt, standing to its right to avoid the nut fired from a Mini-Necky you'll deal with in a minute. Ignore the second Mini-Necky, ride the belt up, then go right through three Bananas.

Now descend and deal with those nut throwers. To

dispatch them both, jump up and down on the spot as the Mini-Necky nears you. The belt then takes you to the base of a wooden walkway.



Watch the Gnawty's running pattern near the walkway end—it's very short, so bop its head with care. Next, leap up and smash the Continue Barrel. Land on another conveyor belt that takes you to victory!

Ride the belt right, staying on the left side as a Gnawty drops down from a walkway above. It falls off your belt. Wait for an orange Zinger, and leap over it as the belt passes under it (so you have something to land on!) passing through another DK Barrel.

Bonus Level 48

DON'T HEAD UP THE WALKWAY JUST YET! THE BELT DOESN'T FALL, SO DON'T WORRY ABOUT TIME; STAY ON IT AND LEAP ACROSS AND UNDER THE WALKWAY, INTO A FLOATING BONUS BARREL.

Collect the Bananas!



LEAP ON A CONVEYOR BELT AND COLLECT UP TO 49 BANANAS ARRANGED IN A GIANT RECTANGLE. YOU HAVE ONLY ONE ATTEMPT. THE BELT MOVES CLOCKWISE; USE DONKEY (HE'S BIGGER) TO LEAP FOR ANY YOU MISS. WHEN GOING UP AND DOWN, STAY BETWEEN BOTH ROWS OF BANANAS TO CLAIM THEM BOTH.

JUMP FOR ALL THE ONES ALONG THE TOP. WHEN YOU'RE DONE, DROP INTO THE GAP, OR ACROSS TO THE RIGHT SIDE EXIT. YOU APPEAR ABOVE THE BEGINNING OF THE WOODEN WALKWAY. BUT THE BELT YOU TOOK HERE IS GONE. YOU CAN'T RETURN HERE.





Leap up for the two Bananas, stay left as another Gnawty drops and runs off the right of your belt, then leap for two more Bananas as another Gnawty mimics its colleague's falling pattern. Ride the belt across and up.

It is important to *jump* when you see the incoming nut from the Mini-Necky as the belt reaches the corner. Land on the belt, jump again to avoid a second nut, and land on the bird's head. Stay in the middle of the belt, leap over the Zinger as the belt passes, collecting three Bananas.



If you ignored the Bonus Barrel, or are returning along this stretch after completing it, ride the belt down, staying left as it moves right; a Gnawty drops from the ledge above (this was one of two you bopped to enter the Bonus Barrel).

As the Gnawty lands on your belt, leap onto or over it, then through two Bananas, land and stay left, and watch the second Gnawty drop on your belt's right and fall. Incoming Kritter! Stay left as it descends. When it lands on your belt, jump on it or leap over it as it walks left off the belt.



Collect the two Bananas under the Kritter's walkway, then use Donkey Kong to leap up as a Klump falls; land on its head. If you mess up, just smash the DK Barrel to your right, just as the belt descends.

After a short drop, the belt moves right. Leap two nuts from the Mini-Necky, landing on its head during the second cough, ride the belt up, then along again. Hide to the belt's left to avoid a dropping Klump that walks right, off your belt.

for the two Bananas, then ride the belt until you spot a blue Zinger.

KONG Collecting

KONG



WHEN THE BELT DIPS, JUMP EARLY; AS YOU LAND, MOVE YOUR KONGS THROUGH THE "G" THAT THE ZINGER GUARDS. OR, AS YOU PASS UNDER THE "G" AND THE ZINGER IS CIRCLING LEFT, LEAP FOR IT.



Two more incoming Klap-Traps! Stay left and the first misses your belt. Immediately move right to avoid the second Klap-Trap (they both drop to the left of their perch). Leap under the walkway for two Bananas.

Thrown barrels? Note the first barrel, stay to the belt's left and leap over the second (that actually hits your belt and rolls left), then jump for the two Bananas. Leave the Manky Kong up there. Continue and leap the orange Zinger.

Bonus Level 49

AS YOU REACH THE CORNER AND THE BELT MOVES DOWN, THERE'S ABOUT ONE SECOND TO SPOT A TINY WALKWAY TO YOUR RIGHT WITH TWO GNAWTIES ON IT. LEAP ONTO THE BEAVERS' HEADS WHILE THE BELT CONTINUES DOWN. JUMP INTO THE BONUS BARREL TO THE WALKWAY'S RIGHT. HIGH ABOVE THE CONVEYOR BELT.



Bash the Baddies

YOU APPEAR IN A SMALL CHAMBER WITH A RED Klap-Trap. LAND ON ITS HEAD AND IT RELEASES A BANANA BUNCH. GRAB THIS FRUIT BEFORE IT DISAPPEARS (IN AROUND THREE SECONDS). THEN TRY THIS PLAN AGAIN (UP TO 10 TIMES, AFTER WHICH YOU ARE AWARDED A IUP BALLOON) FOR MORE BUNCHES. IF YOU EXPLODE THE Klap-Trap AFTER IT RELEASES ALL ITS FRUIT, OR IF THE CROC HITS YOU, YOUR BONUS LEVEL ENDS. THIS NASTY Klap-Trap JUMPS WHEN YOU DO (WHEN IT FACES YOU), SO LEAP EARLY! YOU'RE DEPOSITED BACK JUST AFTER THE CONTINUE BARREL, SO RETRACE YOUR STEPS.



KONG Collecting

KONG



AFTER A SHORT RIDE UP, THE BELT MOVES RIGHT. ABOVE IS A TINY WALKWAY WITH A NUT-THROWING NECKY ON IT. JUST AS THE FIRST NUT FALLS, LEAP UP AND TAKE THE "N" LETTER. THEN STAY RIGHT. RIDE THE BELT DOWN A STEP.



This next area is fraught with danger. Move right and don't jump as a Klap-Trap descends. It lands left, falling off your belt. Leap



As the belt drops, then continues along, stay left as a Krusha falls from a

platform and walks right, off the belt. Next you ride the belt to the final walkway and almost certain victory! Take the two sets of four Bananas as a present!

Bonus Level 50



BE CAREFUL AS YOU JUMP ONTO THE WALKWAY. BY THE RED ARROW EXIT SIGN, LEAP TO AVOID A BARREL THROWN BY A MANKY KONG SITTING UNDER THE FINAL WALKWAY. WAIT FOR THE BARRELS TO EASE, THEN ROLL INTO THE MANKY AND DOWN TO THE RIGHT THROUGH A LINE OF THREE BANANAS. FORTUNATELY, THERE'S A SMALL WALKWAY WITH A WINKY TOKEN TO THE RIGHT (NAB IT!), AND A BONUS BARREL TO THE LEFT (GET IN THERE!).

Stop the Barrel!



STARE AT THE THREE BARRELS AS THREE DIFFERENT BALLOONS FLASH, IN ORDER, RED, GREEN, RED, BLUE, TO OBTAIN THE PRIZE, LEAP INTO ONE BARREL AT A TIME AND STOP THE BALLOON SO THEY ARE ALL THE SAME COLOR. TO DO THIS, BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE BALLOON THAT IS BEFORE THE ONE YOU ACTUALLY WANT. AIM FOR THREE BLUES (3UP), THREE GREEN (2UP), THREE RED (1U), AND DIFFERENT COLORS YIELD NOTHING. WHEN YOU FINISH, YOU LAND ON THE EXIT WALKWAY. NEED MORE 3UPS? JUMP DOWN AND ROLL THROUGH MANKY KONG AGAIN. OTHERWISE, EXIT THIS PLACE.

Trick Track Trek: Plan of DK Attack!

S Ranking Difficulty: HARD
Preferred Kong: DONKEY
High Score to Beat: 150,890
Bonus Level 48: IGNORE
Bonus Level 49: IGNORE
Bonus Level 50: ENTER



LEAP FOR THE 5 TIME BONUS UNDER THE NECKY, AND ONCE ON THE CONVEYOR BELT, YOUR TACTICS ARE THE SAME AS DURING THE REGULAR GAME. BOP THE HEAD OF THE NECKIES FOR MORE POINTS. AT THE FIRST 10 TIME BONUS POINTS, FALL THROUGH THE BOPPED NECKY TO CLAIM THE POINTS AND THE BANANA BUNCH.



AFTER THE NEXT DK BARREL, THERE'S JUST ENOUGH TIME TO REACT TO THE TWO INCOMING NECKIES (X2), LANDING ON THE 20 TIME BONUS FOR GOOD MEASURE.

WITH AROUND 1:06 SECONDS LEFT, CONTINUE UNTIL YOU HIT A MINI-NECKY AND CLAIM ANOTHER 10 TIME BONUS.



THE "O" LETTER IS A SIMPLE X3 NECKY COMBO. WHEN YOU LAND ON THE WOODEN AREA, LEAP LEFT FOR THE 10 TIME BONUS FLOATING HALFWAY UP THE INITIAL RAMP. AVOID THE FIRST BONUS LEVEL—THERE ARE ONLY BANANAS TO GAIN AND LOTS OF TIME TO LOSE.



WHEN YOU RIDE THROUGH THE INITIAL AREA, LEAP ONTO THE GNAWTIES AS THEY LAND ON YOUR BELT, BEFORE THEY FALL OFF. CAREFUL WITH THAT TIMING! WHEN YOU GET TO THE NEXT BONUS LEVEL ENTRANCE, BOP THE TWO GNAWTIES (X2), CLAIM THE 15 TIME BONUS, BUT IGNORE THE BONUS BARREL.



IF YOU ENTER THIS BONUS LEVEL, YOU'RE DEPOSITED TOO FAR BACK INTO THE LEVEL TO MAKE IT OUT IN TIME. BOP THE BLUE KRITTER, USE DONKEY ON THE KLUMP, AND WHEN YOU REACH THE "G," LEAP FOR THE 5 TIME BONUS AFTER COLLECTING THE LETTER.



THE REST OF THE LEVEL IS A MIX OF CAREFUL JUMPING AND TIMING TO GRAB THE VARIOUS TIME BONUSES. ENTER THE LAST BONUS LEVEL, AS YOU'LL WIN POINTS FOR THE MANKY KONG, THE WINKY TOKEN, AND THE 20 TIME BONUS BEFORE YOU ENTER THE BARREL. EXIT AS QUICKLY AS POSSIBLE.

Kremkroc Industries Inc. Area #3: Poison Pond Simian Strategy

The only real problem with completing this stage is the Mincers that roll about in the mire. Study each one's movement routine, and dodge it accordingly. Fortunately, a quick zip back through the start, into a hidden room, yields Enguarde at the level's beginning, and he's vital for hunting down the Chomps, Bitesizes, and Squidges roaming this grimy pool.

Preferred Kong: Either

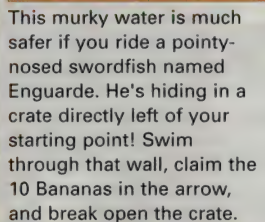
Creature Feature

Critter	Number
BITESIZE	-----22
CHOMPS JR.	-----4
SQUIDGE	-----9

Chimp Checklist

Item	Notes
ANIMAL FRIEND	ENGUARDE
BARRELS	DK BARRELS: 3 WARP BARREL: NO
CAMERA PIECES	#34: MINCER MANEUVER
TOKENS	RAMBI EXPRESSO





126

At the top of the upper tunnel, take care of the Bitesize to the right, then float up and left, following a Chomps Jr. into a dead-end passage. Boost along to the tunnel's end and spear another Chomps Jr. Claim that Banana Bunch.



Head right, encountering your first Mincer. These devices dispatch you if you touch them, so don't get hit! Swim under the first one, which lines you up with a Squidge you can ram afterward. Stay low to the ground.

Swim right and under two Mincers as they ascend, taking three Bananas with you. Swim under the Mincer to the right, claim the Banana Bunch, then float up and left, over the nasty cog.



Now move up the tunnel. As it widens, stay right and then turn to ram a Bitesize. Float up this chamber's middle to claim the three Bananas, swimming past each Mincer as it moves left of the middle. Swim left and up past the second Mincer to avoid a Bitesize.

Continue swimming left (ignore the Mincers above you, as you'll see them later), bash the two Squidges, and then collect another Kong (if needed) from the DK Barrel.

Now maneuver over the stationary Mincer, then down to avoid the moving one spinning left to right, and once under this, ascend over the third Mincer and out.



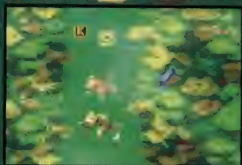
TIP

AT THIS FIRST TRIO OF MINCERS, YOU CAN ALWAYS SWIM ALONG THE TUNNEL'S CEILING AND AVOID ALL THREE!

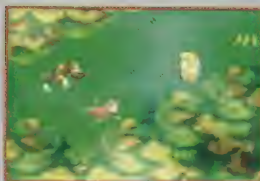


The tunnel widens, allowing you to swim through the middle of (or ram with Enguarde) two Bitesize. Collect the six floating Bananas, then swim across the ceiling to avoid the two moving Mincers. Of course, you can do it the hard way and swim between them, following the lower one left, then up and past the upper one.

KONG Collecting



RAM THE THREE SQUIDGES OR STAY LOW TO AVOID THEM. WATCH OUT IF YOU DON'T TAKE CARE OF THEM, HOWEVER, AS THEY SWIM UP AND INTO THE TUNNEL ABOVE (WHICH YOU'LL REACH IN A MINUTE). AS THE TUNNEL ASCENDS, GRAB THE "O" LETTER.



Wait for the three Squidges to swim up as you enter an upper chamber, avoid the Squidge that's been swimming from down below. At the moving Mincer, follow it to the right, waiting at the tunnel mouth for it to appear.

Stay on the ceiling to avoid the Mincer as it returns, then swim through the Continue Barrel and into the 10-Banana arrow. Ahead is a Mincer vertically moving out of a narrow alcove. Swim under the Mincer, into the alcove, drop to the bottom, and collect the Banana Bunch.



Camera Piece #34



HUG THE FLOOR OF THE ALCOVE AND YOU WON'T BE HIT, THEN ASCEND, FOLLOWING THE MINCER, AND SWIM RIGHT TO ANOTHER MINCER THAT MOVES OUT OF AN UPPER ALCOVE. SWIM ABOVE IT AND UP INTO THE ALCOVE TO CLAIM ANOTHER BANANA BUNCH AND A CAMERA PIECE—A CUTE SQUIDGE PICTURE ON PAGE 3 OF YOUR ALBUM.



Swim down and over the Mincer. Ignore the 10 Bananas pointing up. Head right to a junction where the tunnel continues right and down. Head down to avoid the Chomps Jr. (unless you're with Enguarde, then definitely head right or ignore the area completely).

There's a U-shaped tunnel here with two Mincers at its base. Swim over the first Mincer as it descends and over the other one without stopping. Then swim up to the right of the Chomps Jr., and break open Enguarde from his crate (if you're not already riding him!).



Ram the Chomps Jr. as you head left and up the large tunnel, collecting the remaining line of Bananas. At the top, avoid the alcove to the left—it's a trap. Ram one of two Bitesizes as you enter a large chamber.

This is empty aside from the DK Barrel at the bottom right corner. Ascend through the opening above, and watch out for three circling Mincers! Swim into the middle of them as one passes to the right. Then swim to the top right corner—there's a hidden area to investigate.





Hug the ceiling, and after a Mincer passes, head into the middle and swim up through the coral wall, into a hidden vertical passage. Take the Rambi Token at the top of this alcove and return down to the Mincers and swim across to the left.

KONG Collecting

KONG



SWIM ALONG THE CEILING, PASSING OVER A MINCER, AND GRAB THE "N" LETTER FROM THE UPPER ALCOVE. WITH THE MINCER TO YOUR RIGHT, SWIM LEFT, BOOSTING TO AVOID BEING STRUCK ON THE TAIL, AND INTO ANOTHER CHAMBER WITH THREE CIRCLING MINCERS.



There's a second secret passage here. Dodge the Mincers but keep heading straight through the left wall, into a secret chamber where a 10-Banana arrow and an Espresso Token are yours.



TIP

AVOID SOME UNNECESSARY SWIMMING PAST MINCERS BY HEADING INTO THE HIDDEN EXPRESSO CHAMBER AND EXITING VIA THE CORAL WALL TO THE LEFT OF THE TOKEN. YOU'LL BE HALFWAY UP A TUNNEL NEAR THE FINAL EXIT AREA!



If you missed this area, or want to explore the entire level, head down from the three Mincer room, down a tunnel where a Bitesize lurks. Look out for it, and ram it as you take three Bananas. Swim into the room below and head left.

Swim to the left of two moving Mincers, and if you wish, follow the bottom one to the right, descend into the bottom right corner, and claim the Banana Bunch. Then escape left to a chamber where a central Mincer is circled by a counterclockwise one.



Follow the moving Mincer up and left to the passage's continuation. A DK Barrel is in the bottom left corner. Head to an almost identical chamber, but this time, the Mincer moves clockwise!

This means you must swim under the center Mincer and up to a vertical tunnel. Wait for the next Mincer to move down, and swim up. There's nothing in the alcove under you and left. Swim up to the left indent. This is the secret exit from the Espresso Token chamber!



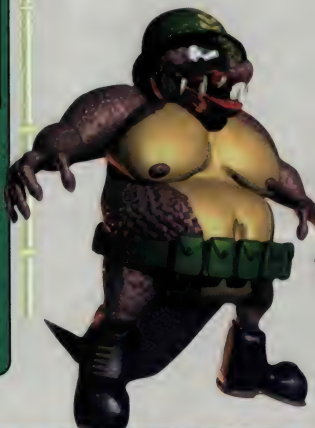
The bottom left of the Bitesize-swarming room has a red arrow exit sign. Reach the exit by swimming through the two final Mincers as they part. Then simply boost to the right exit sign and out!

KONG Collecting

KONG



FOLLOW THE SECOND MINCER TO THE TOP, THEN HEAD RIGHT. SWIM THROUGH THE THREE BANANAS, AND INTO A BITESIZE POOL. YOU MUST NEGOTIATE AROUND 12 OF THEM—WHICH IS WHY ENGUARDE IS SO IMPORTANT! WITHOUT HIM, STAY ALONG THE CEILING, EXCEPT FOR A SWIM DOWN TO THE ROOM'S MIDDLE TO TAKE THE "G" LETTER.



Poison Pond: Plan of DK Attack!

"S" Ranking Difficulty: MEDIUM

Preferred Kong: EITHER

High Score to Beat: 116,320



SWIM LEFT, PICK UP ENGUARDE, AND RAM THROUGH THE BITESIZES IN THE FIRST AREA, STAYING IN THE MIDDLE SO YOU NOTICE THE 5 TIME BONUS. GET THE "K," AND CONTINUE RIGHT, DOWN THE SHARK TUNNEL. THERE'S A 10 TIME BONUS AT THE END.



THE NEXT SHARK TUNNEL UP AND LEFT YIELDS ANOTHER 10 TIME BONUS. RAM THE VARIOUS CREATURES ON YOUR WAY THROUGH THE FIRST SERIES OF MINCERS UNTIL YOU REACH THE END; SWIM UNDER THE ONE GUARDING THE BANANA BUNCH ALCOVE. THERE'S A 6 TIME BONUS HERE.

Poison Pond: Plan of DK Attack! (continued)



SWIM UP THE MIDDLE OF THE MOVING MINCERS TO THE TOP OF THE SCREEN AND RAM THE BITESIZE, THEN TAKE THE 5 TIME BONUS. CONTINUE ALONG THE MINCER-BASED PASSAGE, RAMMING THE CREATURES ON THE WAY, INCLUDING THE TRIO OF SQUIDGES.



MAKE THE TURN, HUG THE CEILING FOR THE 5 TIME BONUS (YOU SHOULD HAVE AROUND 45 SECONDS ON THE CLOCK), SWIM PAST THE CONTINUE BARREL, DOWN THE FIRST MINCER ALCOVE FOR A BANANA BUNCH AND 10 TIME BONUS POINTS, AND IGNORE THE SECOND ALCOVE.

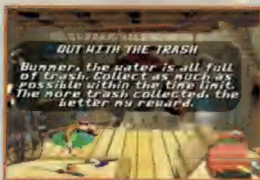


AT THE SECOND ENGUARDE AREA, YOU SHOULD STILL BE ON YOUR FIRST SWORDFISH, SO RAM THE CHOMPS JR.; HEAD INTO THE ALCOVE FOR 10 TIME BONUSES, AND UP TO THE FIRST TRIO OF MINCERS. YOU CAN MAKE SUBSTANTIAL GAINS BY SWIMMING OUT OF THE HIDDEN EXIT WHERE THE EXPRESSO TOKEN IS FOUND.



GET THE 15 TIME BONUS ABOVE THE "G" LETTER IN THE FINAL SWIM, AND DEAL WITH AS MANY BITESIZES AS POSSIBLE. HOWEVER, THEY AREN'T WORTH THE HASSLE OF CHASING—SNAG ONLY THOSE EN ROUTE TO THE EXIT.

Kremkroc Industries Inc. Extra Area: Funky's Fishing



Once the Poison Pond has been drained of all KONG Letters, step away from the stench and into the hut of Funky Kong. He offers you two options: to fly the furry skies in a Funky Barrel (which allows you to quickly revisit any previously completed levels if you missed a Camera or Bonus area), or the Fishing Barrel. This time, he's after refuse and not aquatic life—he needs 10 pieces of trash removed (in 1:20). Avoid the colorful Bitesizes; just snag bottles.



Refer to the "Training" section of this guide for the best way to fish; in this level, wait for bottles to appear and grab them. Snagging a Kombo of two is ideal, but the lack of bottles appearing at once means these are few and far between—instead, hook every bottle you see. This is easy; we managed 14 without even trying!



Chimp Checklist

Item	Notes
CAMERA PIECES	#35: FUNKY'S SCENE; PART 5 OF 6

Camera Piece #35

IF YOU COLLECTED 10 BOTTLES, FUNKY KONG GRANTS YOU CAMERA PIECE #35—THE FIFTH OF THE LARGE-SCALE FISHING PICTURE IN YOUR ALBUM. ONLY ONE MORE PIECE TO GO! WHEN YOU COMPLETE YOUR FISHING, WADDLE OUT OF FUNKY'S PLACE AND UP SOME STAIRS TO FACE THE PERILS OF ELEVATOR ANTICS!



NOTE

DURING YOUR FISHING, KEEP A LOOKOUT FOR AN ORANGE CRAB SCUTTLING ALONG THE SEABED. IF ONE APPEARS, WINCH IT UP TO SAFETY—YOU'RE REWARDED WITH A PICTURE (CAMERA PIECE #39) OF THE FUNKSTER HIMSELF ON PAGE 6 OF YOUR ALBUM. YOU CAN FIND A CRAB ON ANY OF THE SIX STAGES, BUT IT APPEARS MORE FREQUENTLY IN THE FISHING ZONE INSIDE CHIMP CAVERNS (THE LAST WORLD YOU VISIT).

Kremkroc Industries Inc. Area #4: Elevator Antics

Simian Strategy

You must memorize the patterns of the elevators in question so as not to leap into gaps or off into space. Donkey Kong usually takes charge with these Klumps, but a cool Cartwheel with Diddy means you can finish the level faster, if you have the skill to time those rolls right. He's also the king of the kongs in jumping—allowing you a little more leeway during the latter parts of the stage.

Preferred Kong: Diddy



Creature Feature

Critter	Number
SLIPPA	-----8
MINI-NECKY	-----7
SLIPPA DRUM	-----4
ZINGER (YELLOW)	-----8
ZINGER (ORANGE)	-----10
KLUMP	-----7





Bonus Level 51



Bonus Level 52



Bonus Level 53



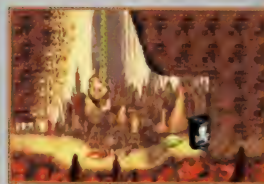
Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 51) GREEN: 1 (BONUS LEVEL 52)
BONUS LEVELS	3
BARRELS	DK BARRELS: 3 STEEL BARRELS: 2 WARP BARREL: NO
TOKENS	EXPRESSO (BONUS LEVEL 52)



TIP

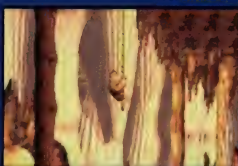
DID YOU MISS THE ROPE? THEN TRY A LONG JUMP FROM THE NEXT ROPE USING DONKEY KONG. THIS CAN BE DONE, BUT IT'S VERY DIFFICULT. AS YOU FALL DOWN AFTER COMPLETING THE BONUS LEVEL, STEER LEFT ONTO THE STARTING LEDGE IF YOU WANT TO RETRY THE AREA.



Run to the walkway's edge, watching out for that Slippa, and leap through five Bananas and over the gap. Jump again almost immediately to avoid and land on the incoming Slippa. Now quickly crawl through the narrow opening.

Stand up in the alcove; stop and wait for two Slippas to appear. Bounce on each of them, then crawl through the next opening. Don't bounce too far to the right when you're in the alcove, or a Slippa Drum spits out a snake that attacks you before you can stand up.

Bonus Level 51



DON'T FALL INTO THE TRAP OF DROPPING DOWN FROM THE ENTRANCE LEDGE, THROUGH THREE BANANAS, TO THE GROUND BELOW. TO YOUR RIGHT HANGS A YELLOW ROPE, AND THIS IS THE EASIEST WAY TO REACH IT. LEAP ACROSS AND GRAB IT. WHEN YOU DO, SHIMMY UP AND RIGHT INTO THE BONUS LEVEL.

Spell It Out

YOU APPEAR IN A SMALL CHAMBER WITH FOUR BARRELS, EACH ONE CYCLING THROUGH THE LETTERS "KONG" (THEN A BANANA). LEAP INTO EACH LETTER IN THE CORRECT ORDER TO SPELL THE WORD. THE LETTERS FLASH IN SEQUENCE, BUT THEY MOVE FAST, SO LEAP FOR THE LETTER YOU WANT WHEN YOU SEE THE LETTER THAT APPEARS BEFORE IT. FOR EXAMPLE, TO STOP THE LETTER "N" IN THE SECOND BARREL, JUMP WHEN YOU SEE "O". SPELL "KONG" TO RECEIVE A IUP BALLOON. THEN DROP DOWN THROUGH THE THREE BANANAS AND ONTO THE GROUND.



KONG Collecting



RUN ALONG THE GROUND. ROLL OR BOUNCE ON THE TWO SLIPPAS, THEN GRAB THE ROPE ABOVE THEM (IDEALLY AFTER THE BOUNCE). JUMP RIGHT, AND RIGHT AGAIN ONTO THE THIRD OF THE NEARBY ROPES. TAKE THE "K" FROM THIS ROPE, THEN DROP ONTO THE MINI-NECKY'S HEAD (LEAP LONG AND TO THE RIGHT).



Keep moving until you stand up, even if a Slippa is approaching (don't stop or you'll get bitten!). Jump onto the Slippa or the rope, then onto the top of the Slippa Drum. This stops the snakes. Drop down to claim the Banana Bunch, and leap to the rope before the Slippas start up again.

Keep moving up the rope so the nut a Mini-Necky spits at you passes under you. Keep going until you can leap right and land on the Mini-Necky's head, then move right and smash open the DK Barrel. Continue until you reach another Slippa Drum.



Leap over a Slippa, onto the drum, then onto a rope. Climb to the top (watch out for the Zinger and the drop below!) and leap to the second rope as the Zinger descends. Slide down the third rope, through three Bananas, and land on a Slippa (or jump quickly onto it).

Crawl through the nearby passageway using Diddy (he can stand near the Zingers without being hit) and under a Zinger. In the next cavern, crawl under a Zinger, jump vertically for the two

Bananas, and head under the last Zinger to the passageway crawl.

Bonus Level 52



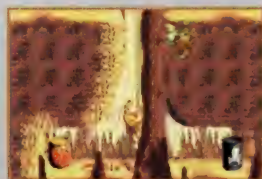
ONCE OUT, LEAP AND GRAB A ROPE. FOLLOW THE ZINGER UP, THEN LEAP TO THE SECOND, THEN THE THIRD WHILE STAYING AT THE ROPE'S TOP. DO THIS QUICKLY AND THE ZINGER'S WON'T HIT YOU. NOW YOU CAN DROP OFF THE SIDE OF THE THIRD ROPE, OR ONTO A HIGH CAVE ENTRANCE AND INTO A BONUS LEVEL.

Collect the Prizes!

KONG Kollecting



INSIDE A LONG TUNNEL OPENING, LAUNCH YOURSELF PRECISELY FROM SUBSEQUENT CANNONS. DO THIS AT THE MOMENT YOU LAND IN EACH BARREL TO CLEAR THIS BONUS LEVEL THE QUICKEST. IF YOU LOSE YOUR NERVE, WAIT FOR EACH BARREL TO LINE UP WITH THE NEXT. THESE ROTATE FASTER. YOU'RE AWARDED A BANANA, TWO BANANAS, THREE BANANAS, AN "O" LETTER, AN EXPRESSO TOKEN, AND A GREEN 2UP BALLOON. TO GRAB THE BALLOON BEFORE IT FLOATS AWAY, FIRE INSTANTLY. THE MOMENT YOU PASS THROUGH THE "O," YOU LAND BY THE CONTINUE BARREL, SO THERE'S ONLY ONE CHANCE TO GRAB THESE PRIZES!



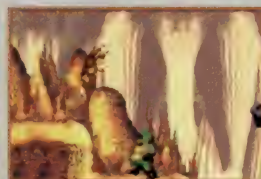
If you ignore the second Bonus Level, from the second Zinger-filled rope, slide down, leap under the third Zinger on the rope, and drop down to collect three Bananas. Crawl under the passage opening and into an alcove with a rope dangling down.

Slide past the Zinger as it moves right, and optionally head into the small dead-end tunnel. On the left is a DK Barrel. On the right is a Slippa Drum. There's no real need to go here, as the Slippas continuously appear.



Instead, leap the gap with the rope, crawl under the passage to a series of four ropes. A Zinger moves across the top and bottom of these ropes. Jump and land in the middle of the first rope, then jump as the top Zinger flies right, grab the second rope, and slide to the middle.

Try the same plan for the third and fourth ropes (this time making sure the Zinger is to your left). Shimmy to the fourth rope's bottom and grab a Banana Bunch. Then leap on the ground to your right.



Immediately leap the Slippas, then crawl through three Bananas and emerge before a Slippa. Roll into it, and leap on top of the drum before another is unleashed. Crawl through three Bananas to your right (don't delay or a Slippa follows you in!).

Quickly shimmy up the rope, wait for a nut to pass over you, climb above the Mini-Necky, then land on its head. Dispatch this bird, then run and leap into the Continue Barrel. You're now in the area you dropped into if you completed the second Bonus Level.



Now come the antics for which this level is named! Switch to Donkey Kong (although you can use Diddy if your Cartwheeling skills are legendary), and leap through three Bananas. At the lower ledge, dispatch the Klump (using Donkey's head jump or Diddy's Cartwheel).

Jump onto a nearby elevator as it descends. Ride it down so you're under the three Bananas, and leap through them onto an upward elevator. Need more fruit? Ride the elevator down to a tiny platform with a Banana Bunch on it, then leap to the up elevators.

NOTE

THIS AREA REQUIRES HIGHLY SKILLED ELEVATOR JUMPING. YOU MUST PREDICT WHEN AN UP ELEVATOR WILL APPEAR (JUDGE THE TIMING BASED ON PREVIOUS ELEVATORS YOU'VE SEEN ON THE SAME CONVEYOR). NEVER RIDE A DOWN ELEVATOR OFF SCREEN, AS YOU'LL LOSE A KONG. FINALLY, WATCH DIDDY WHEN HE JUMPS—IF HE HITS A KLUMP, HE'S KNOCKED BACK; SOMETIMES DOWN AN ELEVATOR SHAFT!

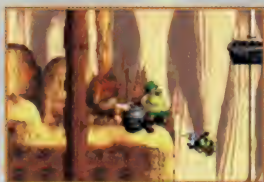


Leap to the upper walkway and pick up the Steel Barrel. Throw it immediately and run forward. This stops an incoming nut and deals with a Mini-Necky. This is the preferred way to fight the nasty little bird.

KONG Collecting



AT THE END OF THE LEDGE, WHERE YOU MUST LEAP ACROSS TWO MORE ELEVATOR SHAFTS, TAKE A DROP OF FAITH AND FALL DOWN THE LEFT WALL OF THE SHAFT. YOU LAND ON A TINY LEDGE WHERE THE "N" LETTER IS HIDING. THEN JUMP ON A DOWNWARD ELEVATOR AND LEAP AGAIN JUST AS IT'S ABOUT TO DISAPPEAR.



Land on an up elevator just as it appears. Try a Cartwheel Jump if you land too early. Jump right onto the stepped ledge. Two Klumps occupy these rock stairs; but unless you're quick, the one on the far right walks off the shaft at the end of the stairs. No big loss! Jump down and deal with the Klump, then pick up the Steel Barrel.



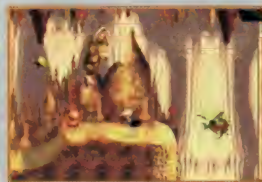
You can use this on the Zinger in front of you, or leap over it as it descends, onto an up elevator, and throw the barrel at the two Klumps at the top (this is a good plan if you're using Diddy). At the top, bounce on each Klump (or roll with Diddy) if you forgot the barrel.

Leap off the ledge's right edge, onto a lower ledge, through four Bananas. At the far end, wait for a down elevator, jump onto it and off again before it drops into a Zinger. Land on a second down elevator, immediately leaping again to a third elevator shaft. This one heads up. Leaps of faith are needed here!



At the shaft's top, leap right, onto the Klump's head (or past the Klump and roll into both of them with Diddy). Smash the DK Barrel, deal with the second Klump (if you're Donkey Kong), and prepare for another scary leaping session!

Jump the moment you see the up elevator, then leap right again before you touch the Zinger or hit the ceiling. Land on the down elevator (ideally at the top of the shaft), and ride it down until you see an up elevator coming.



Leap right onto the up elevator and across to the walkway. Duck the Mini-Necky's first two nuts; after it fires its third (at high range), wait for it to pass and bounce on the bird. At the next shaft, wait for the Zinger to fly backward and wait for an up elevator to appear at the same time.



Jump on the down elevator. As it reaches the shaft's bottom, leap through three Bananas, landing on an up elevator after a leap of faith. Ride the up elevator above a Zinger, and jump right. Land on the ledge to the bee's right.

Ride this down elevator; after you reach the lower hovering Zinger, jump over it with a leap of faith, landing on an up elevator that appears just in time. Jump to the ledge with the tire on it, and bounce up and onto a Mini-Necky just as its nut passes over.



KONG Collecting



RIDE THE ELEVATOR UP, JUMP RIGHT ONTO THE WALKWAY, AND PASS THE RED ARROW SIGN. HIDING BEHIND A FOREGROUND COLUMN IS THE "G" LETTER. LEAP INTO IT, AND HIT THE MINI-NECKY AS IT FLAPS DOWN AFTER COUGHING UP ITS SECOND NUT.

Bonus Level 53



IT'S NOW JUST A QUICK LEAP ONTO A DOWN ELEVATOR, AND ONTO THE EXIT LEDGE HOLDING TWO BANANAS. WANDER OUT OF THIS LEVEL—AFTER YOU RIDE THE LAST DOWN ELEVATOR TO A HIDDEN BONUS LEVEL ENTRANCE DIRECTLY UNDER THE EXIT!

Collect the Bananas!



YOU ARE IN A ROTATING BARREL INSIDE A LONG VERTICAL PASSAGE, BUT THERE'S ONE IMPORTANT DIFFERENCE THIS TIME—THERE ARE 5 ROWS OF 10 BANANAS (50), BUT NO PRIZES AT THE TOP. THUS, YOU DON'T NEED TO SPECIFICALLY AIM. STAY IN THE MIDDLE AND STEER BACK INTO THE BARREL FOR MORE TRIES. WHEN YOU FALL PAST THE BARREL, YOU EMERGE NEXT TO THE EXIT SIGN. LEAVE IF YOU WANT, OR RETRY THIS AREA.

Elevator Antics: Plan of DK Attack!

"S" Ranking Difficulty: INSANE!

Preferred Kong: DIDDY

High Score to Beat: 137,470

Bonus Level 51: IGNORE

Bonus Level 52: ENTER

Bonus Level 53: ENTER



THE FIRST BONUS LEVEL ISN'T WORTH YOUR TROUBLE, BUT TAKE THE 5 TIME BONUS THAT'S NEAR THE ELEVATOR'S TOP. HIT BOTH SLIPPAS (X2), HEAD FOR THE "K," DROP ON THE MINI-NECKY, AND ONTO THE SLIPPA. OVER THE GAP, ROLL LEFT INTO THE 5 TIME BONUS, THEN JUMP BACK ON THE SLIPPA.



COMBO THE TWO SLIPPAS IN THE ALCOVE (X2) AND CLIMB TO THE ROPE'S TOP BEFORE DROPPING ON THE NECKY FOR THE 5 TIME BONUS. AT THE NEXT DROP AFTER THE FIRST SERIES OF ROPES, CARTWHEEL ROLL FOR THE 15 TIME BONUS.



YOU HAVE A CHOICE NOW: TAKE THE SECOND BONUS LEVEL AND QUICKLY COMPLETE IT, OR HEAD DOWN THE MIDDLE ROPE TO THE SLIPPA DRUM AND DK BARREL, AS THERE'S A 20 BONUS TIME DOWN HERE. BOTH GIVE AROUND THE SAME TIME, BUT YOU GAIN FEWER POINTS IF YOU DON'T TAKE THE SECOND BONUS LEVEL.



ONCE THROUGH THE CONTINUE BARREL, SWITCH TO DIDDY TO ROLL THROUGH THE AVAILABLE KLUMPS. LOCATE THE 5 TIME BONUS ON THE FIRST ELEVATOR BANK, AND GET THE 20 TIME BONUS BY THE "N" LETTER.



ROLL THROUGH THE KLUMPS ON THE STEPPED AREA (X2), TAG THE ZINGER WITH THE STEEL BARREL, AND DO THE SAME ON THE NEXT LEDGE WITH THE KLUMPS (X2). YOU CAN COMBO THE TWO KLUMPS BY THE DK BARREL (X2).



IF YOU WAIT UNTIL THE LAST MOMENT ON THE MIDDLE ELEVATOR BEFORE THE SINGLE SHAFTS, THERE'S A 10 TIME BONUS. TAKE THE REMAINDER OF THE COURSE AS USUAL. TAKE THE LAST BONUS LEVEL AS THERE'S A 10 TIME BONUS ON THE WAY IN, AND A 5 TIME BONUS INSIDE UP THE CENTER OF THE BANANAS.

Kremkroc Industries Inc. Area #5: Blackout Basement

Simian Strategy

Where's Squarks when you need him? Every one-and-a-half seconds, the lights flicker to blackness, meaning you initially must be incredibly careful and watch for incoming enemies. Unlike other "dark" levels that you can adjust with the brightness feature of a television, you cannot see *anything* except your Kongs, items (such as Bananas and DK Barrels), and hit explosions. So watch out!

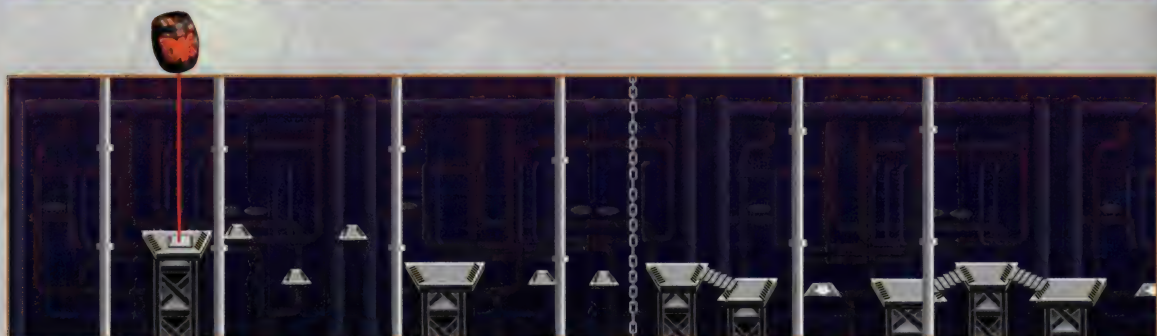
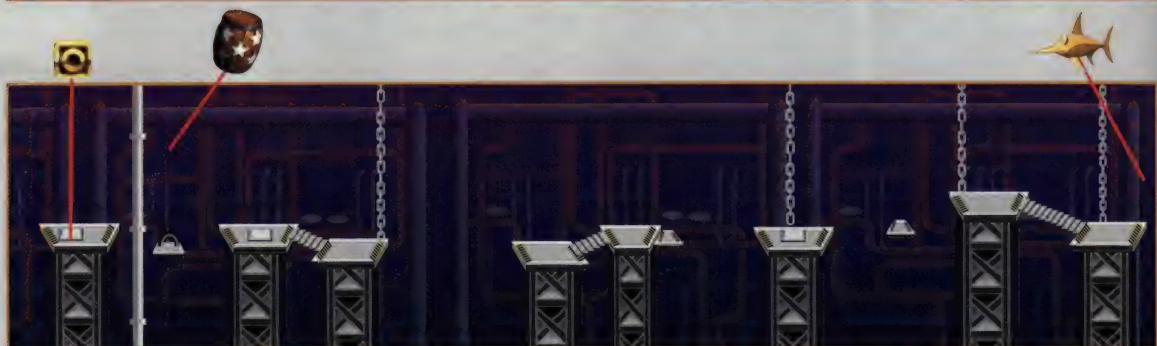
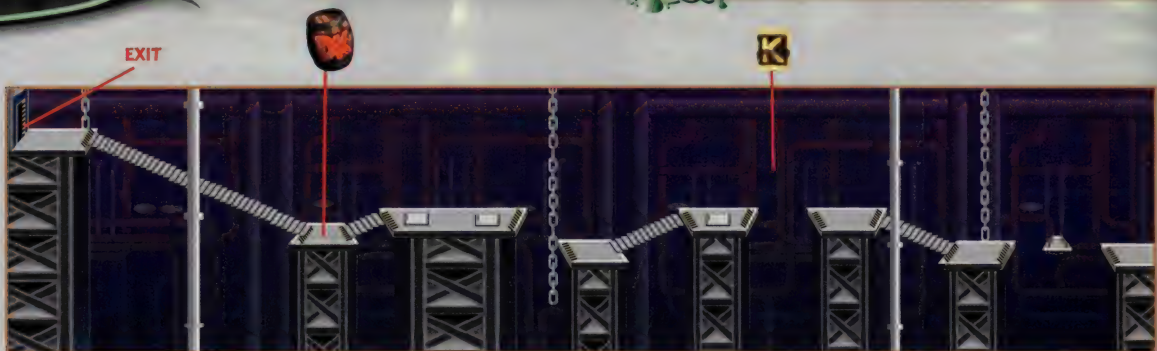
Preferred Kong: Donkey



Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 55)
BONUS LEVELS	2
BARRELS	DK BARRELS: 3 STEEL BARRELS: 1 WARP BARREL: NO
TOKENS	ENGUARDE

EXIT





Creature Feature

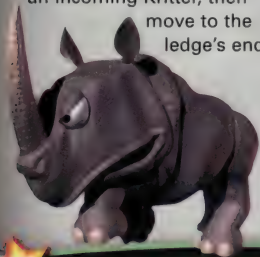
Critter	Number
KRITTER (PURPLE)-----	15
KLUMP-----	4
KLAP-TRAP-----	5
MANKY KONG-----	1

NOTE

THROUGHOUT THIS LEVEL, THE LIGHTS FLICKER ON AND OFF IN ONE-AND-A-HALF SECOND INTERVALS. THE WALKTHROUGH IS WRITTEN AS IF THE LIGHTS WERE ON—PAUSE ON OCCASION UNTIL YOU LEARN THE LAYOUT, EVEN THOUGH YOU CAN COMPLETE THIS STAGE WITHOUT STOPPING!



Run down a stair ramp, collect three Bananas, and smash the DK Barrel at the bottom. Use it to smash into an incoming Kritter, then move to the ledge's end.



KONG Collecting

K O N G



LEAP OVER THE LEDGE, TAKING THE TWO BANANAS ABOVE THE GAP, AND WALK UP THE SHORT STAIRS. A KRITTER'S WALKING YOUR WAY, SO JUMP OR ROLL INTO IT. STOP AT THE NEXT GAP, AND LEAP OVER IT, PASSING THROUGH THE "K" LETTER.



Take another walkway stair down, watching for two Kritters (leap onto their heads so you don't roll too far and fall). At the base of the stair ramp is a gap.

Simply execute a short jump onto the platform, and another to the walkway on the other side. Run forward and collect the eight Bananas floating above you. Next, run to the walkway's edge.

Bonus Level 54



Jump onto the platform, then to the one slightly higher and to your right. Line up the drop for the third platform and then stop. Make a Cartwheel left, into an Enguarde Token, then jump back onto the platform.

Leap off the platform and onto the walkway. Bop the heads of two Kritters as you walk up a stair ramp and wait at the walkway's end at the top. Jump over a small gap, landing on a tire platform, and bounce to the lower walkway.

Bonus Level 55



Drop onto the walkway, and bounce on three incoming Kritters (take them down with a combo bounce). Walk up the two ramp stairs to the DK Barrel, and break it open. Walk right, down a small ramp to a ledge with three Bananas above it.

KONG Collecting

K O N G



JUMP TO A TIRE PLATFORM, BOUNCE UP TO A SECOND, THEN DOWN TO A THIRD BEFORE LEAPING FROM THE THIRD TIRE AND LANDING ON A WEAK FLOOR TILE. OUT POPS THE "O" LETTER!



Jump off the walkway onto a tire platform, and bounce straight up to claim the Continue Barrel. Finish by bouncing right onto the walkway, using Donkey Kong to bop the head of a Klump.

Jump onto the rope and swing across, then leap and land on the Klump's head (or wait for the Klump to fall). Run up the ramp to the walkway's edge, and watch the moving platform to your right. Leap on it as it reaches the middle, and off again to the walkway.



Grab those three Bananas, then watch another platform. This one moves up and down. Jump as it drops down to its lowest point, then ride it up to the walkway above.

Jump and land on two incoming Klumps as you descend down another ramp to the edge below. Wait for the rope to swing from right to left (you jump in the dark for this), and swing through six Bananas in a curve.



Land on the small walkway, leap directly up, and smash the DK Barrel. Then jump on the moving platform as it descends, and onto another one as the first platform reaches the top of its ascent. Quickly leap off the second platform.

Land on another short walkway and pick up the four Bananas. Now negotiate two horizontally moving platforms. Leap on the first as it moves right to left. Jump on the second as it meets the other in the middle of the gap.



Leap off and land on a short ramp walkway. Leap up and bounce on the Klap-Trap half-obscured by the pole in the foreground. Then leap to an arrow platform, which shakes and then disappears below. As it shakes, wait for it to fall, and jump as you begin to drop. You grab the Banana Bunch, and land on the next walkway.

Wait a second and then bounce on the heads of three Klap-Traps in a line. Walk up and then down a small ramped area to another ledge. The next area consists of four arrow platforms.

Bonus Level 54

ALL THE PLATFORMS POINT DOWN, MEANING YOU HAVE A SECOND BEFORE THEY DROP OUT OF VIEW. LEAP UP EACH PLATFORM (DON'T STOP FOR THE LIGHTS!), AND WHEN YOU REACH THE TOP ONE, STAND ON IT INSTEAD OF LEAPING TO SAFETY. YOU FALL THROUGH A BANANA, AND INTO A BONUS BARREL.



KONG collecting KONG



YOU'RE IN A LARGE SQUARE-SHAPED ROOM WITH TWO TINY LEDGES IN THE BOTTOM LEFT AND RIGHT CORNERS. EIGHT BARREL CANNONS ARE IN A SQUARE IN THE ROOM'S MIDDLE. THE 32 BANANAS ARE ARRANGED IN A DIAGONAL STAR, ALL MERGING IN THE MIDDLE

BY A FLOATING "N" LETTER. SIMPLY FIRE INTO THE MIDDLE TO CLAIM IT, THEN COLLECT THE REMAINING BANANAS WITH MORE CAREFULLY AIMED SHOTS. WHEN YOU'RE DONE, DROP TO THE BOTTOM RIGHT EXIT. YOU LAND ON THE WALKWAY NEXT TO WHERE THE FOUR ARROW PLATFORMS WERE.



Land on the weak tile after the first Bonus Level to dislodge a Steel Barrel—the key to opening the other Bonus Level! Carry it and drop down to the walkway below, then turn left and throw it against the left wall.

It bounces back, and you should jump on it! You ride the barrel through two Bananas, up a ramp and two more Bananas, down a ramp and two more Bananas, and through a Manky Kong and all its barrels!



Pass the red arrow exit sign and head up a long ramp. If you missed the Steel Barrel, this next section is incredibly difficult unless you leap early! Blast through six Kritters (ignore the "G" Letter for the moment).

You drop onto a ledge, run over a Klap-Trap next to the exit, and bounce left into a wall. The Steel Barrel smashes the wall, allowing you access to the second Bonus Level. Jump off the barrel at this point.



Bonus Level 55



A RED TOP BALLOON RANDOMLY FLASHES INSIDE ONE OF FOUR BARRELS. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE IN WHICH BARREL THE BALLOON STOPS; BREAK IT TO CLAIM THE PRIZE.

KONG Collecting



YOU DROP DOWN ABOVE THE ENTRANCE TO THE LAST BONUS LEVEL. INSTEAD OF FINISHING THIS STAGE, MOVE LEFT ONTO THE LEDGE AND CLAIM THE FLOATING "G" YOU PASSED DURING YOUR KRITTER DEMOLITION. THEN TURN RIGHT, DROP DOWN, WATCH OUT FOR THE REAPPEARING KLAP-TRAP. EXIT.

Black Out Basement: Plan of DK Attack!

S Ranking Difficulty: **HARD**
Preferred Kong: **DONKEY**
High Score to Beat: **153,090**
Bonus Level 54: **IGNORE**
Bonus Level 55: **IGNORE**



MAKE A LEAP AT THE TOP OF THE STAIRS FOR THE 10 TIME BONUS. DON'T DELAY WHILE RUNNING THROUGH THIS ZONE; PRACTICE UNTIL YOU CAN PLAY THROUGH WITH YOUR EYES CLOSED—YOU WILL BE FOR HALF THE TIME! KEEP GOING AS USUAL THROUGH TO THE "K" LETTER.



JUST AFTER, COMBO THE TWO PURPLE KRITTERS (X2), AND TRY FOR THE ENGUADE TOKEN. AFTERWARD, GET TWO MORE KRITTERS (X2). LEAP VERTICALLY ON THE TIRE FOR A 5 TIME BONUS, THEN ONTO A TRIO OF KRITTERS (X3).



KEEP GOING TO THE CONTINUE BARREL, AND HAVE DONKEY KONG DEAL WITH THE KLUMPS—UNLESS YOU ARE COMPLETELY FAMILIAR WITH THE LEVEL AND CAN USE DIDDY'S ROLL. STAY ON THE VERTICALLY MOVING PLATFORM BECAUSE IT RIDES DOWN FOR A 20 TIME BONUS.



COMBO THE KLUMPS (X2), AND AT THE TWO PLATFORMS, WAIT FOR THE LEFT ONE TO MOVE DOWN, THEN CARTWHEEL JUMP THROUGH THE 5 TIME BONUS ONTO THE NEXT. MAKE SURE YOU CONTINUE AND COMBO THE KAP-TRAPS WHEN YOU MEET THEM (X3).

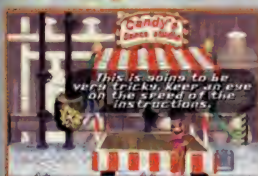


WHEN BOUNCING UP THE ARROW PLATFORMS, WAIT ON THE SECOND ONE UNTIL THE LAST MOMENT TO CLAIM THE 5 TIME BONUS, THEN CONTINUE. DO NOT ENTER THE BONUS LEVEL BELOW THE ARROWS AS IT IS FAR TOO LONG AND CONFUSING TO COMPLETE IN TIME, AND YOU'LL MISS THE SIX KRITTERS.



THE COMBO REALLY PILES UP AS YOU ENTER THE "G" LETTER AREA, WHERE YOU CAN JUMP ON THE KRITTER HEADS FOR A MASSIVE X6 COMBO! DON'T ATTEMPT THE SECOND BONUS LEVEL EITHER; IT TAKES FAR TOO LONG.

Kremkroc Industries Inc. Extra Area: Candy's Dance Studio



Candy has taken her big top and hairy bottom and built a dance studio right in the middle of Kremkroc's belching factory! Time to tame a crazy-fast groove—there's a Camera Piece to claim!

Follow Candy's instructions and attempt to get as many perfects as possible during the song. If you're playing a two-player game, the button presses are randomly generated. If however, you're playing a single-player game, the moves always follow the pattern shown below. Memorize it to win!

Chimp Checklist

Item	Notes
CAMERA PIECES	#36: CANDY'S SCENE; PART 5 OF 6



→ • ← • ← • ↑ [R] •
↑ [L] • ↑ • ← • →
→ • ↓ • [B] • [B] •

↑ ↑ ↑ ↑ ↑ ↑ [A] •
→ • ← • ← • → • [R]
[R] • ↑ ↑ [L] [L] •
[A] • [A] • ↑ → → • ←
← • → → → • ← • [B]
[B] • ↓ • ↑ → → • ←
← [A] • [A] • ↑ [A] •

Camera Piece #36



REFER TO THE "TRAINING" SECTION FOR TIPS ON DANCING SUCCESS! THE FIRST TIME YOUR DANCING GENERATES ENOUGH "HITS" AND "PERFECTS" TO GET YOUR CURSOR INTO THE FAR RIGHT BAR, OR "PERFECTION" ITSELF, YOU ARE AWARDED CAMERA PIECE #36—THE

FIFTH PART OF SIX PICTURES KNOWN AS CANDY'S SCENE. YOU ALSO RECEIVE A BLUE SUP BALLOON! IF YOU SCORED IN ANY OF THE BARS TO THE LEFT, YOU DON'T WIN ANYTHING.

NOTE

REMEMBER, DANCE-FLOOR DEVIANTS, IF YOU ACHIEVE A PERFECT RATING, YOU'LL GET ANOTHER CAMERA PIECE (ONE OF CANDY HERSELF) BUT ONLY THE FIRST TIME YOU DO THIS (REGARDLESS OF THE ZONE YOU'RE IN). WE RECOMMEND ATTEMPTING A PERFECT SCORE IN THE KONGO JUNGLE AS THE DANCE MOVES ARE EASIEST.



Kremkroc Industries Inc. Area #6: Mine Cart Madness Simian Strategy

There's no time to ponder route variations here; you're on a wild ride and there's no time to get off! Unlike previous mine-cart excursions, this is slightly easier to complete, but expert jumping is required to grab and locate every item and hidden area. Learn the best route—up to the first Bonus Level, down to collect the Token, then onward to victory!



Creature Feature

Critter	Number
GNAWTY	-----4
NECKY (FLYING)	-----12
ZINGER (ORANGE)	-----9
ZINGER (BLUE)	-----3
KRAASH	-----6
ZINGER (YELLOW)	-----2

Preferred Kong: Either
Start





Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 56)
BONUS LEVELS	3
BARRELS	DK BARRELS: 2 WARP BARREL: NO
TOKENS	RAMBI (BONUS LEVEL 56, 57) ENGUARDE EXPRESSO (BONUS LEVEL 57) ENGUARDE (BONUS LEVEL 57) WINKY (BONUS LEVEL 57)

Bonus Level 56



Bonus Level 57



Bonus Level 58





There's a walkway to negotiate before your mine cart is reached. Begin by rolling or jumping onto a Gnawty and then two more that drop from above. Break open the DK Barrel near the wooden walkway's end.

Then make a precise leap through three Bananas and into the mine cart. It trundles down the track with you jumping when necessary. Remember to ease off \rightarrow and \odot to decrease the distance you leap.



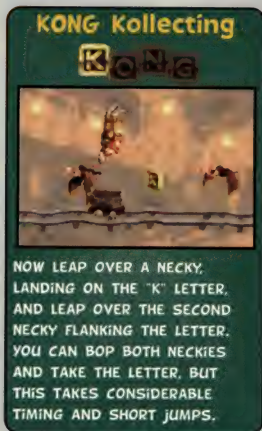
Ride up a small hump, leaping early to catch the five Bananas and land on the hovering Necky. If you jump late, you'll just catch the Bananas and miss the bird. If you leap too late, you'll hit the bird!

At the drop just afterward, leap early and land on top of the Necky. Ducking won't work; you must jump while halfway down the track. Land in the cart and ride it to the end of this piece of track.



Leap early to snag five Bananas, and land on the

Necky (or jump a little later to avoid the bird). Land on the waiting mine cart that moves up a tiny piece of track. You don't need to drop onto the next piece of track.



NOW LEAP OVER A NECKY, LANDING ON THE "K" LETTER, AND LEAP OVER THE SECOND NECKY FLANKING THE LETTER. YOU CAN BOP BOTH NECKIES AND TAKE THE LETTER, BUT THIS TAKES CONSIDERABLE TIMING AND SHORT JUMPS.



The track then steeply drops off. Don't worry—there are two routes to take! The first is the upper track, accessed by leaping just as the track precipitously drops. Ride through the second by staying on the cart while it hurtles down.

Taking the high road? Then climb on a rope, leap to a waiting cart, and ride it through eight Bananas. There's a short gap, after which you can collect another eight Bananas. Drop down onto the main track.



Bonus Level 56



LEAP UP IN THE MIDDLE OF THE UPPER TRACK, WHEN THERE'S A GAP IN THE BANANAS. YOU LAND IN A BONUS BARREL OFF SCREEN.

Find the Exit!

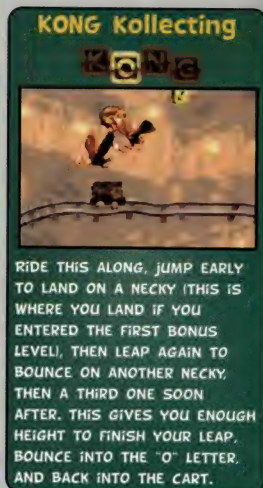


INSIDE A LONG HORIZONTAL CAVE, LAUNCH YOURSELF PRECISELY FROM SUBSEQUENT CANNONS. DO THIS AT THE MOMENT YOU LAND IN EACH BARREL TO CLEAR THIS BONUS LEVEL THE QUICKEST. IF YOU LOSE YOUR NERVE, WAIT FOR EACH BARREL TO ROTATE AND LINE UP WITH THE NEXT. YOU'RE AWARDED A BANANA, THREE BANANAS, A BUNCH, A RAMBI TOKEN, AND FINALLY A 1UP BALLOON BEFORE YOU REACH THE EXIT. THERE'S ONLY ONE CHANCE TO FINISH THIS BONUS LEVEL: YOU EMERGE RIDING A CART ON THE MAIN TRACK, NEAR A NECKY THAT APPEARS JUST BEFORE THE TWO NECKIES AND THE "O" LETTER.



Taking the low road? Then wait for the cart to drop down the steep slope and up the ramp. Once in midair, make a leap as you near three Bananas, passing through them and into a waiting cart.

Take the track up and along, bopping a waiting Necky and leaping over an orange Zinger as the mine cart drops through a gap. You land on yet another mine cart. The area just before the Zinger is where you land if you took the high road, but didn't enter the Bonus Level.



RIDE THIS ALONG. JUMP EARLY TO LAND ON A NECKY (THIS IS WHERE YOU LAND IF YOU ENTERED THE FIRST BONUS LEVEL), THEN LEAP AGAIN TO BOUNCE ON ANOTHER NECKY, THEN A THIRD ONE SOON AFTER. THIS GIVES YOU ENOUGH HEIGHT TO FINISH YOUR LEAP, BOUNCE INTO THE "O" LETTER, AND BACK INTO THE CART.



Just as you take the "O" Letter, you see a gap in the tracks. For this gap only, fall down with the mine cart! A second later, you'll fall off screen and lose a Kong, so quickly react, and when you're about to pass the waiting mine cart, leap into it.

Now ride along the lower track through the Enguarde Token (the only way to grab this item), and ride up the track, passing a Zinger above and left of you. You're back on the main course!



At the next gap, leap and collect the two Bananas, and land on another cart. Ride this a few feet to an identical jump (with two more Bananas), and land inside another cart. Then complete this plan another time (two Bananas and all).

Now the track dips and you crash through a Continue Barrel. Once through, you fall through the air. Stay in the cart and you land on a track below, passing into a DK Barrel.



Use the two Bananas to time a jump that collects them and lands on an incoming Necky. Do the same again with two more Bananas and a Necky, then leap as the track breaks up.



KONG Collecting **KONG**



LAND IN ANOTHER CART. RIDE A SHORT WAY. LEAP TO ANOTHER CART. RIDE THIS TO THE VERY EDGE, LEAP ACROSS AND COLLECT THE "N" LETTER FLOATING IN THE GAP (LEAP JUST AS THE CART STARTS TO DROP). LAND ON YET ANOTHER CART.

Bonus Level 57

RIDE OVER THE HUMP AND SEE THE TRACK CONTINUE BELOW, WHILE A FLOATING TIRE APPEARS ABOVE AND TO YOUR RIGHT AS YOU CREST THE HILL. AS YOU BEGIN TO DESCEND, QUICKLY LEAP ONTO THE TIRE, AND BOUNCE UP TO THE BONUS LEVEL.



Stop the Barrel!



THE ONE YOU ACTUALLY WANT. MAKE THIS BONUS LEVEL COUNT—YOU CAN'T RETURN.

THREE BARRELS EACH HAVE AN ANIMAL TOKEN FLASHING INSIDE THEM, IN THE ORDER OF RAMBI, ENGUARDE, WINKY, AND EXPRESSO. TO OBTAIN ONE TOKEN, LEAP INTO ONE BARREL AT A TIME AND STOP ALL THREE ON THE SAME TOKEN. BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE TOKEN THAT IS BEFORE



Didn't enter the second Bonus Level? Then continue trundling along as the track goes down and up, then leap over a Zinger, landing in the cart before you hit a second Zinger. Leap onto a tire platform as the track disappears.

You appear on this tire platform after the Bonus level. Bounce on it, then into the mine cart to your right. Ride this and leap between two vertical Zingers. Diddy's size works to his advantage here.

KONG Collecting **KONG**



STAY ON THE TRACK UNTIL IT RUNS OUT, THEN LEAP ONTO THE TIRE PLATFORM AND CLAIM THE "G" LETTER. BOUNCE ON THE TIRE (ONCE) AND LAND ON THE KRASH'S HEAD. IT FALLS OUT, AND YOU CAN RIDE ITS CART.



Ride down the slope, nabbing five Bananas, then leap at another tire platform (ignore the Zinger), off the tire and onto another Krash. This is exactly the same maneuver as before. Ride the cart for half a second.

Leap onto a tire platform. Bounce on the tire once,

then over the Zinger and onto a second tire platform. Bounce on this tire once, down into a Krash. Steal its cart and ride it through three Bananas.



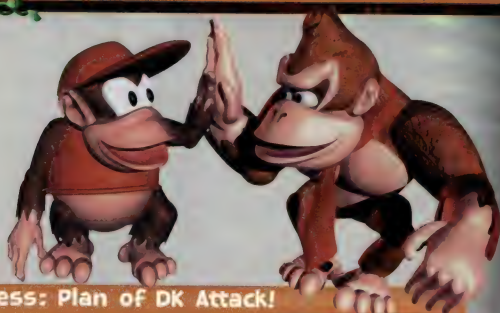
Two seconds later, leap over a Zinger, onto another tire platform, into another Krash's cart, and ride this up an incline. Leap over a Zinger and instantly jump a second and third. Do not pause between leaps or you'll be struck.

Leap off the track's end, into a Krash's cart, then jump immediately onto the head of an incoming Necky. Bounce off into the floating Banana Bunch, and back into the cart.



At the track's end, leap onto a tire platform containing three Bananas. Bounce once off it, down through six Bananas, and into your final cart. The blue Zinger is trouble only if you stay in position.

Ride the final track up, over the brow (where a red arrow exit sign is), and down the other side. The cart quickly falls off screen, so leap just as it's about to disappear, through five Bananas and land on a Gnawty.



Bonus Level 58



HOLD ON THERE, YOUNG MONKEY! THERE'S A BONUS LEVEL TO GET TO BEFORE YOU LEAVE. LEAP FROM THE LEFT EDGE OF THE WOODEN WALKWAY, OVER THE TRACK AND ONTO A FLOATING TIRE. LEAP TO A SECOND TIRE, THEN A THIRD (BOUNCE UP VERTICALLY A COUPLE OF TIMES TO GAUGE YOUR DISTANCE), AND THEN BOUNCE UP INTO A BONUS BARREL LOCATED UNDER THE BROW OF THE TRACK.

Collect the Bananas!



WHAT'S MORE FUN THAN BOUNCING ON A MOVING TIRE ISLAND, INTO NINE ROWS OF FOUR BANANAS [36]? NOTHING! KEEP BOUNCING UNTIL YOU REACH THE RIGHT SIDE (YOU CAN CONTINUE BACK IF YOU MISSED ANY). DROP INTO THE GAP OR WALK OUT OF THE EXIT ON THE RIGHT LEDGE.



You land on the Gnawty on the final wooden walkway if you exit the last Bonus Level. Just head right (or back across the tires into the Bonus Level again if you're overly confident), onto a lower walkway, and out of here!

Mine Cart Madness: Plan of DK Attack!

"S" Ranking Difficulty: **HARD**
Preferred Kong: **EITHER**
High Score to Beat: 145,010
Bonus Level 56: **IGNORE**
Bonus Level 57: **IGNORE**
Bonus Level 58: **IGNORE**



BEGIN WITH A GNAWTY BOP, THEN A X2 COMBO UNDER THE DK BARREL. ONCE ON THE CART, HIT BOTH THE NECKIES, LAND ON THE 5 TIME BONUS AND THE NEXT FOUR BIRDS ON YOUR WAY TO CLAIMING THE "K" LETTER.



IGNORE THE FIRST BONUS LEVEL, AND STAY ON THE LOWER LEVEL AS THERE'S A NECKY AND 5 TIME BONUS TO COLLECT. ONCE OVER,

CLAIM A X2 COMBO ON THE TWO NECKIES, THEN LEAP FOR THE "O" LETTER.



JUST AFTERWARD, DROP OFF THE CART; DON'T LEAP TO THE NEXT ONE OR YOU'LL MISS THE 20 TIME BONUS AND WINKY TOKEN. YOU'LL HAVE AROUND A MINUTE ON THE CLOCK IF YOU TAKE THIS ROUTE.



CONTINUE THROUGH THE CONTINUE BARREL, FOLLOWING THE REGULAR PLAN OF ACTION; WHEN YOU REACH THE FLOATING TIRE, DON'T LEAP FOR IT INTO THE SECOND BONUS LEVEL—THE TIME LIMIT IS TOO RESTRICTING.



WHEN YOU REACH THE FIRST TIRE PLATFORM, BOUNCE UP AND CLAIM THE "G" LETTER AND A 5 TIME BONUS, THEN LAND ON THE KRASH. WHEN YOU REACH THE ZINGER WITH THE 20 TIME BONUS, TIME THAT CARTWHEEL JUMP UNDER IT JUST RIGHT!



FOLLOW THE REMAINDER OF THE COURSE AS USUAL, AND WHEN YOU REACH THE END PLATFORMS, OPTIONALLY BOUNCE UP THE TIRES NEAR THE BONUS BARREL FOR A 10 TIME BONUS, THEN BOUNCE BACK DOWN AND LEAVE, PAUSING ONLY FOR THE 20 TIME BONUS RIGHT NEXT TO THE EXIT.

Kremkroc Industries Inc. Extra Area: Cranky's Cabin

Just to the left of Mine Cart Madness is a foul and polluted hut, where an elderly ape resides. He offers advice when you need it. Come back here if you need information, especially when you've found all the Bonus Levels and want to find remaining Camera Pieces!



Kremkroc Industries Inc.: Boss Dumb Drum

THREAT LEVEL: MEDIUM

PREFERRED KONG: DONKEY

CAMERA PIECES: NONE



You're in a smaller Banana warehouse than when Really Gnawty attacked, but there's still thousands of Bananas to save! From the ceiling, a gigantic drum with a skull and crossbones peeps out over your location.

This gives you enough time to move out of its way, as it drops onto the earth with a thud. Then it moves back to the ceiling and shakes out two creatures. The first two are purple Kritters.



The second two are Slippas.



The third two are Klap-Traps.



The fourth two are Klumps.

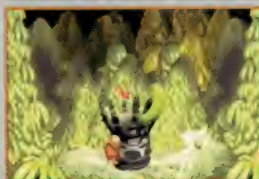


The fifth two are Armys. After these, the drum explodes.



Tactics are simple. After you deal with the Kritters, the drum peeks out (allowing you to avoid it), then crashes to the ground in your previous location. During this time, pick up the TNT Barrel that is dropped in a random position.

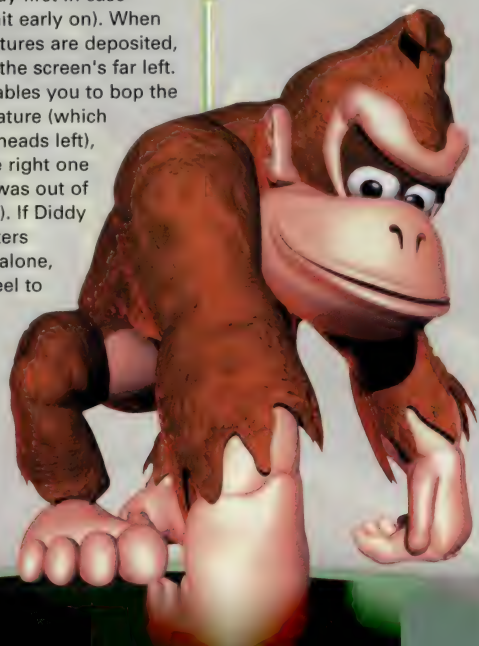
Throw the TNT Barrel at the drum before it ascends again. Or simply run into the drum with it to ensure that you don't miss. The drum then drops the next creature duo.



Two final tactics: Use Donkey Kong as he can deal with Klumps and Armies with ease (you may want to use Diddy first in case you're hit early on). When the creatures are deposited, stay on the screen's far left. This enables you to bop the first creature (which always heads left), then the right one (which was out of the way). If Diddy encounters Armies alone, Cartwheel to

daze them, then land on their heads.

Once the Drum is busted wide open, out pops both the gigantic Banana—and Cranky with some choice words about the quality of K.Rool's minions. He's off with the giant fruit, leaving you to enter the final area; the Chimp Caverns!



Welcome to Chimp Caverns



Chimp Caverns is a triumph of difficult levels with an emphasis on leaps of faith, cunningly positioned devices and traps, and routines requiring the precise timing and maneuvering. The final level, Platform Perils, is perhaps the most difficult stage in all of platform gaming! Now go in there and get those Bananas!



Chimp Caverns Area #1: Tanked Up Trouble

Simian Strategy

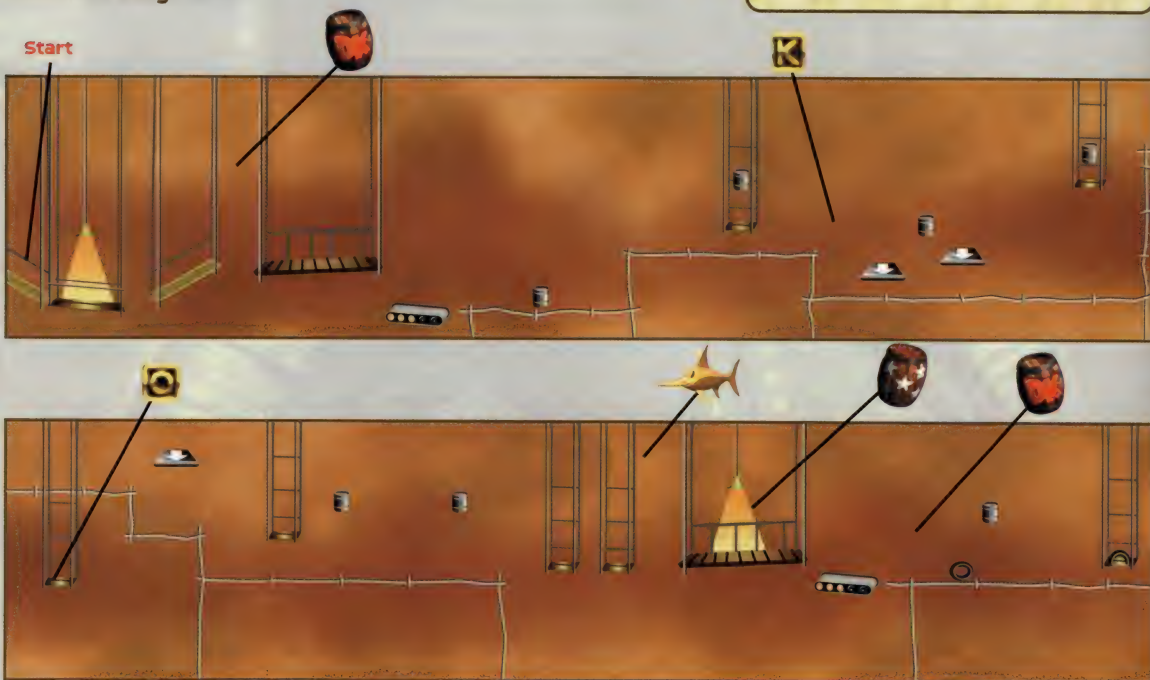
The pain of a slowly moving conveyor belt is exacerbated by the fact that this platform is slowly losing energy and must be refilled by grabbing Fuel Canisters throughout the level. Take every Canister to ensure the belt still chugs along its scaffold—one miss results in a plummet down and out of here. Plan and learn every Canister location—it's the only way to make it.



Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 59)
BONUS LEVELS	1
BARRELS	DK BARRELS: 3 WARP BARREL: NO
TOKENS	ENGUARDE

Preferred Kong: Either



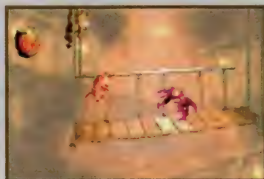


Bonus Level 59



Creature Feature

Critter	Number
KRITTER (PURPLE) -----	5
NECKY (FLYING) -----	7
ZINGER (ORANGE) -----	16
ZINGER (BLUE) -----	2
GNAWTY -----	6
ZINGER (YELLOW) -----	2



Head right, over the gap in the wooden platform, run up the wooden ledge and through a DK Barrel. You land on a lit platform; bop a Kritter.

Bonus Level 59

DROP DOWN THROUGH TWO BANANAS, ONTO A CONVEYOR BELT THAT IS CONSTANTLY RUNNING OUT OF FUEL! RIDE IT TO THE RIGHT, THROUGH TWO BANANAS, A FUEL CANISTER, THEN TWO MORE. AT THE CORNER WHEN IT MOVES UP, DROP DOWN AND STEER INTO THIS AREA'S ONLY BONUS LEVEL. LEAP RIGHT, BEFORE YOU REACH THE CORNER.

Stop the Barrel!

THERE ARE FOUR BARRELS WITH A RED UP BALLOON RANDOMLY FLASHING INSIDE ONE OF THEM. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE IN WHICH BARREL THE BALLOON STOPS, AND BREAK THAT ONE TO CLAIM THE PRIZE. YOU APPEAR AT THE BEGINNING OF THE CONVEYOR BELT WIREWORK. THIS MEANS YOU CAN QUICKLY LEAP INTO THIS BONUS LEVEL AGAIN AND AGAIN.





Ride the belt up, then right, and leap on the Necky, then take the Fuel Canister above it. At the wooden platform, jump onto it, claim the three Bananas, then execute a long right jump onto the Fuel Canister, steering onto the belt as you land.

on the arrow platform before the belt reaches the lowest level.



Make a long jump through the Fuel Canister, onto a second arrow platform, up through a Banana Bunch, then land on the Necky's head before finally falling back onto the belt.

you reach the Necky, leap on it and onto the tiny wooden platform, taking the two Bananas. Bounce on the second Necky, taking the Canister above it. Land on the belt.



Next is a Barrel Cannon with four Bananas pointing up at a Fuel Canister. This is the *only* Canister you don't need to grab. Wait for the belt to flash red, and long jump onto the Kritter on the tiny platform.

Of course, if you ignore the Barrel Cannon, you don't get blasted through the four Bananas, into the air and through the Enguarde Token before landing on the wooden platform where the Continue Barrel is located!



Drop off the platform onto a second conveyor belt. Ride it right, leap onto the tire, and bounce left through the four Bananas and into the DK Barrel. Steer right, back on the tire, and bounce up and right, into the Canister.

Ride the belt right, jump onto the Necky, then the tire platform (take those two Bananas!), onto a second Necky, through two more Bananas and onto another tire platform. Bounce right, into a Canister, and land on the belt.



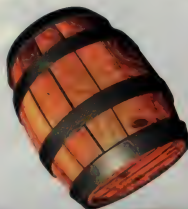
As the belt descends, leap onto the next tire. Bounce up twice as the belt moves right, so you line up your landing, and then bounce over the Zinger and through the Canister. Steer right to take the four Bananas floating nearby.

Jump up again (take the remnants of the four Bananas), and land on another tire. Bounce once, then up and into the Canister, and fall vertically between the Zingers. Ride the belt along, then up.



When you're heading right, jump on the tiny wooden platform, then immediately to the tire as the Zinger circles right. Bounce up and right, into the Canister, and land on the belt.

Immediately leap onto the long wooden ledge. Bounce onto the two Gnawties, then run to the right end. Either bounce (using the tire) or Cartwheel Jump into the Fuel Canister. Drop through the three Bananas, onto the belt.



RIDE DOWN THE "STEPPED" WIRE, AND WHEN YOU REACH THE SECOND ONE, MAKE A LONG RIGHT JUMP ONTO THE NECKY'S HEAD. BOUNCE UP AND TAKE THE "K" GOLDEN LETTER, AND LAND BACK ON THE BELT.



YOUR BELT TRAVELS ALONG, THEN UP. AT THE FIRST "NOTCH" IN THE WIRE, LEAP RIGHT AND SECURE THE "O" LETTER BY BOUNCING ON THE KRITTER'S HEAD; AS YOU HIT, STEER IMMEDIATELY BACK TO THE LEFT—THERE'S NO TIME TO BOP THE KRITTER AND STAND ON THE PLATFORM.



When you hit the belt, leap up and left, and bash the Kritter. Grab the Fuel Canister during the bounce. While executing this bounce, steer right, back onto the belt.

The belt moves right. At the end, leap on the Banana Bunch and arrow platform, and drop to the belt. When



At the arrow platform, leap vertically onto it, then leap again to take the Canister; fall down, onto the platform. Next, jump to the short platform, onto the tiny wooden platform, bop the Kritter, and leap vertically for the next Fuel Canister.

As you grab the Canister, the belt may be moving too far away, so quickly leap right and long, through three Bananas, and steer onto the belt. Quickly leap



Ride the belt down, then right, and land in the auto Barrel Cannon. You're blasted up through the DK Barrel, into the Fuel Canister, and drop back down. Fire again, and this time steer right. You move quickly, so don't steer too far right.

KONG Collecting



RIDE THE BELT RIGHT, THEN UP TO ANOTHER WOODEN PLATFORM. STAY ON THE CONVEYOR BELT UNTIL YOU PASS THROUGH THE "N" LETTER THAT'S UNDERNEATH THE WALKWAY. THEN JUMP ONTO THE WALKWAY.



Move to the walkway's right end, jump over a Zinger, into the Fuel Canister, and drop vertically onto the conveyor belt without hitting the other Zinger. Trundle right.

There are two Barrel Cannons to optionally mess with next. Leap into the first

one. It turns to point up and right. Fire through the Banana Bunch, into the auto Barrel Cannon when the belt is under this second barrel.



Head through three Bananas, and jump over the orange Zinger. Just as the belt is about to run out, leap over two Zingers and into a Fuel Canister. Ride the belt down, and leap early to grab two Bananas.

When you land, leap between the two Zingers to claim the next Canister, landing on the belt. Leap for the two Bananas on the other side of this grouping. Ride the belt up.



As it turns right, leap over the Zinger into a Canister as the belt nearly runs out of fuel. When you land, wait a moment, then leap over another Zinger and take another Canister. Your belt is now around half full.

Ride the belt up, and when you reach the blue Zinger, leap just as the belt turns right and the Zinger circles right and up. You've now got a full conveyor.



Head into a group of Zingers. Leap the first, stand under the second, pass into the Banana Bunch, then leap over the third Zinger.

Stand on the belt and pass through two lines of seven Bananas (14). The belt begins to slow down. Move quickly to the belt's right and take the final Canister. Do not leap on the platform and into the Barrel Cannon!



You did, didn't you? Well, if you jumped into the Barrel, you're automatically fired over three Zingers, the "G" Letter (that you now cannot reach), and onto a Grawty's head. Continue to bounce into a second Grawty and leave this level. You must come all the way back here for the "G"!

KONG Collecting

KONG



STAY ON THE BELT AS IT MOVES RIGHT, AND LEAP OVER THE ZINGER, A SECOND ZINGER, AND THEN A THIRD. ABOVE THE THIRD ZINGER IS YOUR FINAL GOLDEN LETTER "G." RIDE THE CONVEYOR BELT RIGHT, THEN DOWN TO THE END. LEAP BEFORE IT FALLS.



Land on the wooden platform. Wait for the Grawty to drop and bounce on it, pass the red exit arrow sign, jump to the light-colored platform, bop a second Grawty, leap to another small wooden platform, then finally up and onto the exit plank. Made it!

Tanked Up Trouble: Plan of DK Attack!

"S" Ranking Difficulty: **HARD**
Preferred Kong: **EITHER**
High Score to Beat: **120,960**
Bonus Level 59: **IGNORE**



BOUND UP THE WOODEN PLANKS (COLLECT THE 5 TIME BONUS), BUT IGNORE THE FIRST BONUS LEVEL AS THE REWARDS DON'T MATCH THE TIME WASTED, AND YOU APPEAR BACK BEFORE THE BONUS BARREL ITSELF.



COMPLETE THE LEVEL AS USUAL, LEAPING AT THE 5 TIME BONUS ON THE FIRST WOODEN PLATFORM, GRABBING THE "K" LETTER, AND JUMPING ONTO THE NEXT PLATFORM FROM BELOW TO TAKE THE 5 TIME BONUS. LEAP OVER THE ARROW PLATFORMS AND ONTO THE NECKY TO TAKE A 15 TIME BONUS.

Tanked Up Trouble: Plan of DK Attack! (continued)



KEEP GOING UNTIL YOU REACH THE PLATFORM PRIOR TO THE CONTINUE BARREL. CARTWHEEL ROLL FOR THE 10 TIME BONUS. THEN ROLL ON, COLLECTING ALL THE CANISTERS YOU CAN. DROP THROUGH THE ZINGERS FOR THE 5 TIME BONUS.



AT THE LONG WOODEN PLATFORM WITH THE TIRE, FOCUS ON A X2 COMBO INTO THE GNAWTIES, THEN CARTWHEEL JUMP FOR THE CANISTER. GET THE 5 TIME BONUS WHEN YOU FIRE THROUGH THE BARREL CANNON.



GRAB THE "N" LETTER AS THE GNAWTY COMBO IS WORTH LESS. JUMP AT THE TWO ZINGERS AT THE LAST MOMENT TO CLAIM ANOTHER 5 TIME BONUS, THEN CONTINUE THROUGH THE BEES AS USUAL. WHEN YOU REACH THE BARREL CANNON, LEAP TO THE PLATFORM FOR THE 5 TIME BONUS, BUT DON'T USE IT.



INSTEAD, LEAP THE ZINGERS, CLAIM THE "G" LETTER, AND BOUNCE UP THE EXIT STEPS, TAKING OUT THE GNAWTY BUT COLLECTING THE THREE 5 TIME BONUSES PRIOR TO FINISHING.

Chimp Caverns Area #2: Manic Mincers Simian Strategy

The number of moving Mincers may dumbfound you into leaping at them at the wrong time. Use Rambo as your first line of defense, letting him absorb the hit before quickly remounting him; try Donkey for the Krusha beatdowns. When you reach the large hilly area at the end, you may be tempted to keep looking around this area—watch out for the reappearing Gnawties and get the Winky Token!

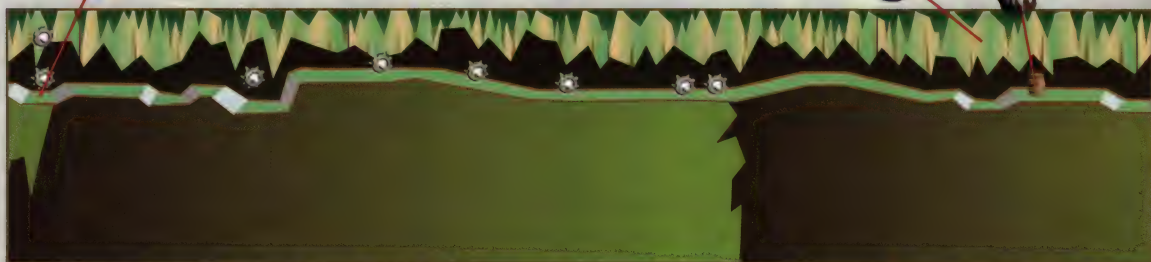
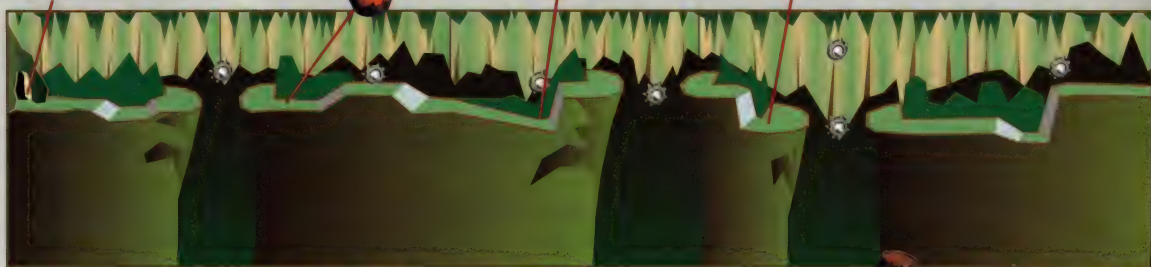


Creature Feature

Critter	Number
GNAWTY	16
KRUSHA	5
KLAP-TRAP	3

Preferred Kong: Donkey

Start





Bonus Level 60



Bonus Level 62



Bonus Level 61



Chimp Checklist

Item	Notes
ANIMAL FRIEND	RAMBI
BALLOONS	RED: 2 (BONUS LEVELS #60, #62)
BONUS LEVELS	3
BARRELS	DK BARRELS: 4 TNT BARRELS: 3 WARP BARREL: NO WOODEN BARRELS: 1
CAMERA PIECES	#37: RAMBI: FIRST BLOOD PART II
TOKENS	WINKY



Run out of the entrance cave, jump and land on the Gnowty, and run over the gap with the Mincer at the foot of it, leaping to avoid it, and claim the two floating Bananas. Land and shake open the DK Barrel.

KONG Collecting

KONG



MOVE TO THE NEXT MINCER, AND TRY A SHORT LEAP TO CLAIM THE THREE BANANAS AS THE MINCER RISES TO ITS HIGHEST POINT. THEN JUMP ON THE GNAWTY, RUN DOWN THE PATH AND INTO THE "K" LETTER AS THE MINCER MOVES UP. IMMEDIATELY LEAP UP AND OVER THE STEP.



At the next gap, make a long jump as the Mincer descends, and land on the ledge to the right. Leap across and through four vertical Bananas, breaking open the Rambi crate. Think of this rhino as an extra "life" for the maneuvering to come.

There's quite a lot of "give" on how close you can scrape against the Mincers. Jump Rambi through the gap

between the two Mincers as the top one reaches the ceiling, then ram the two incoming Gnowties. Without the rhino, just bop them.



Leap quickly up the step, under the Mincer and through two Bananas before rolling (or ramming) the Gnowty. Exactly the same tactics are called for at the next step with the Mincer, Bananas, and Gnowty.

KONG Collecting

KONG

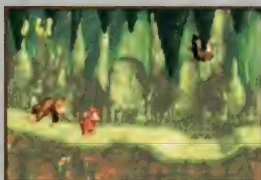


NEXT ON THE LEAPING LIST IS THE "O" SANDWICHED BETWEEN TWO VERTICALLY MOVING MINCERS. LEAP AS THEY BEGIN TO PART. SIMPLE!



Scamper onward, wait for the bottom of two Mincers to move down, then leap into a Banana Bunch. Land below the ledge and leap onto it.

Now comes some Mincer leaping. Without delay, jump over the first one and onto a Gnowty's head. Land, then leap over the next Mincer and onto a second Gnowty.



At the next Mincer, wait until the moving one heads left to right, leap over the stationary one, jump the moving one as it returns to the left, and then finally hop the third Mincer.

Trot through the four Bananas, then leap up for the Continue Barrel. If you're still riding Rambi, ignore the TNT Barrel. On foot? Then grab the barrel and continue.



Camera Piece #37



HEAD UNDER THE TWO MINCERS, LEAPING FOR THE TWO BANANAS TO THE LEFT, THEN TWO TO THE RIGHT. KEEP HEADING RIGHT, OVER A SMALL HUMPH, UNTIL YOU REACH A KRUSHA. USE DONKEY KONG AND LAND ON THE BEAST'S HEAD, OR RAM IT WITH RAMBI OR THE TNT BARREL. THERE'S AN EXTRA SPECIAL REWARD THE FIRST TIME YOU RAM A KRUSHA ON THIS STAGE WITH RAMBI—YOU UNLOCK A RAMBI PICTURE IN YOUR ALBUM ON PAGE 9.



Collect the DK Barrel. The two rotating Mincers are the hardest leap to time correctly in the entire game! The trick

is to jump just as one Mincer moves to "ten o'clock." Land and immediately run under the incoming Mincer.

Bonus Level 60



RAMBI CAN ZIP PAST THE WOODEN BARREL, INTO THE KRUSHA, AND BREAK OPEN THE WALL TO THE BEAST'S RIGHT—THE ENTRANCE TO THE BONUS LEVEL. WITHOUT ANIMAL HELP, DROP TO THE KRUSHA'S RIGHT, IGNORING HIM, AND USE THE WOODEN BARREL TO OPEN THE ENTRANCE.

Bash the Baddies!



YOU APPEAR IN A SMALL CHAMBER WITH THREE SCURRYING Klap-Traps. LAND ON EACH ONE'S HEAD, AND IT RELEASES A BANANA BUNCH. GRAB THIS FRUIT QUICKLY BEFORE IT DISAPPEARS (IN AROUND THREE SECONDS). THEN TRY THIS PLAN AGAIN (UP TO THREE TIMES PER Klap-Trap) FOR MORE BUNCHES. IF YOU EXPLODE THE Klap-Trap AFTER IT RELEASES ALL ITS FRUIT (AND A IUP BALLOON IS AWARDED), OR ARE HIT BY EITHER CROC, YOUR BONUS LEVEL ENDS. YOU LAND JUST ABOVE THE ENTRANCE TO THIS BONUS LEVEL, MEANING YOU CAN REENTER IT AS MANY TIMES AS YOU WANT.



Run under the trio of Mincers in-between two of them (leap short for the Banana Bunch) and head to the ledge. Wait for the rock island to move near your location, leap through the three Bananas, and land on it as it moves right to left.

As the platform moves right, leap over the Mincer; once on the other side, pick up the TNT Barrel, unless you're still on Rambi, in which case you are to be congratulated! Use the TNT on the incoming Krusha.

KONG Collecting

KONG



THE "N" FLOATS TO A MINCER'S LEFT. WAIT FOR THE ROCK PLATFORM TO MOVE LEFT, LAND ON IT, THEN JUMP OVER THE MINCER AS USUAL. TAKE THE "N" AS YOU LEAP. LAND, QUICKLY LEAP AGAIN OVER THE SECOND MINCER, TO THE PATH ON THE OTHER SIDE.



Rattle open the DK Barrel, then jump through the three Bananas onto the rock island

as the Mincer moves left and down around it. Immediately leap off before it hits you; drop off the ledge onto the Krusha's head.

Wait for a second Krusha to stroll on it, and bop its head before moving to another rock-island gap. Jump onto it when both Mincers are horizontal, through the three Bananas, then instantly leap again.



You enter a pathway and shallow pit. Roll into or leap on three Gnawties. Pass the red arrow exit sign, then wait for a moment at the next Mincer trap.

This takes a second to figure out. Run to the stationary Mincer as the moving Mincer swings right to left, then leap through the two Bananas to the other side before it moves back again.



Snake the DK Barrel open, leave the TNT Barrel for the moment, and leap left onto the upper ledge. At the left edge, leap for the Winky Token floating in the air. Return to the hilly area.



Bonus Level 61

YOU ENTER A HILLY LEDGE AREA. ALTHOUGH THERE ARE FIVE GNAWTIES WALKING ACROSS THE BOTTOM PATHWAY, CHECK THE TUNNEL ENTRANCE NEXT TO THE TINY LEDGE ABOVE YOU. THAT'S THE EASIEST BONUS LEVEL TO FIND YET!



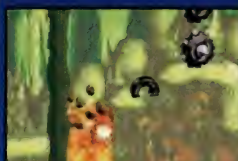
KONG Collecting



YOU APPEAR AT THE LEFT END OF A LONG CAVE TUNNEL. AHEAD ARE FOUR MINCERS MOVING UP AND DOWN. WALK UNDER EACH AS IT RISES UP, THEN WAIT FOR THE NEXT. AS YOU'RE WAITING, LEAP FOR THREE BANANAS. DO THIS THREE TIMES. AFTER THE LAST MINCER,

CLAIM THE "G" AT THE CAVE EXIT. YOU APPEAR ON AN UPPER LEDGE TO THE ENTRANCE'S RIGHT. LEAP LEFT TO REENTER THIS AREA.

Bonus Level 62

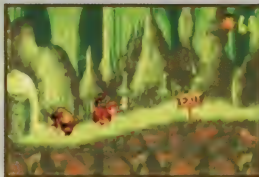


MOVE TO THE AREA WITH THE TWO BARRELS IN IT, AND TAKE EITHER ONE (USUALLY THE TNT BARREL). DROP TO THE RIGHT (MISSING THE LINE OF GNAWTIES TO YOUR LEFT). SCURRY TO THE RIGHT STEPPED WALL. THIS IS THE ENTRANCE TO YOUR THIRD BONUS LEVEL.

Stop the Barrel!



THERE ARE FOUR BARRELS WITH A RED UP BALLOON RANDOMLY FLASHING INSIDE ONE OF THEM. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE IN WHICH BARREL THE BALLOON STOPS; BREAK THAT ONE TO CLAIM THE PRIZE. YOU APPEAR ON THE OTHER SIDE OF TWO MINCERS AND EXIT THIS LEVEL.



If you didn't find the third Bonus Level, leap up to the tire, and bounce over the two vertical Mincers. You land on a flat exit pathway. Once you make the tire jump, you can't come back to the hilly area. Now leave.

Manic Mincers: Plan of DK Attack!

"S" Ranking Difficulty: **INSANE!**

Preferred Kong: **EITHER**

High Score to Beat: 156,530

Bonus Level 60: **IGNORE**

Bonus Level 61: **IGNORE**

Bonus Level 62: **IGNORE**



HIT THE GNAWTY, CARTWHEEL UNDER THE MINCER FOR THE 5 TIME BONUS, AND TAKE RAMBI WITH YOU ON YOUR NEXT JAUNT. IF YOU RAM THROUGH ALL THE GNAWTIES AND DON'T STOP OR MISTIME ANY JUMPS, YOU CAN LEAP FOR THE 5 TIME BONUS UNDER ONE OF THE MIDDLE MINCERS.



CONTINUE WITH YOUR RAMBI RAMPAGE ALL THE WAY TO YOUR FIRST KRUSHA, BASHING ALL THE FOES. JUST AFTER THE DK BARREL, IGNORE THE MINCERS, LEAP OVER IT (TAKING THE 10 TIME BONUS), USING RAMBI TO TAKE A HIT.



JUMP CORRECTLY, AND RAMBI RUNS AND GETS STUCK NEXT TO THE KRUSHA AND THE BONUS LEVEL ENTRANCE. USE THE RHINO TO BASH BOTH, AND LEAVE THE

LEVEL AS SOON AS POSSIBLE. CONTINUE TO THE ROCK ISLAND.



LEAP BOTH THE ROCK ISLAND AREAS AS NORMAL, BUT WHEN YOU REACH THE TWO KRUSHAS, USE DONKEY KONG AND COMBO THEM (X2). AS YOU REACH THE RED ARROW EXIT SIGN, COMBO THE GNAWTIES (X3).



WHEN YOU REACH THE HILLY AREA, IGNORE THE SECOND BONUS

LEVEL, THE TNT OR DK BARREL, AND THE WINKY TOKEN. JUST STAY LOW AND DEAL WITH THE GNAWTIES.



IF YOU HAVE ENOUGH TIME, JUMP THROUGH THE GNAWTIES (X5), THEN ENTER THE BONUS LEVEL AND HIT THE GNAWTIES AGAIN TO BUILD UP YOUR SCORE. IGNORE THE FINAL BONUS LEVEL AND USE THE TIRE OVER THE FINAL TWO MINCERS.

DK

Chimp Caverns Area #3: Misty Mine Simian Strategy

This stage's main problem is the constant appearance of critters from various drums. Ignore most of these drums, clearing the area and then landing on them to avoid any more foes being conjured. Blast any drums that have items under them with TNT Barrels. Espresso is available, but he's not necessary.

Preferred Kong: **Donkey**

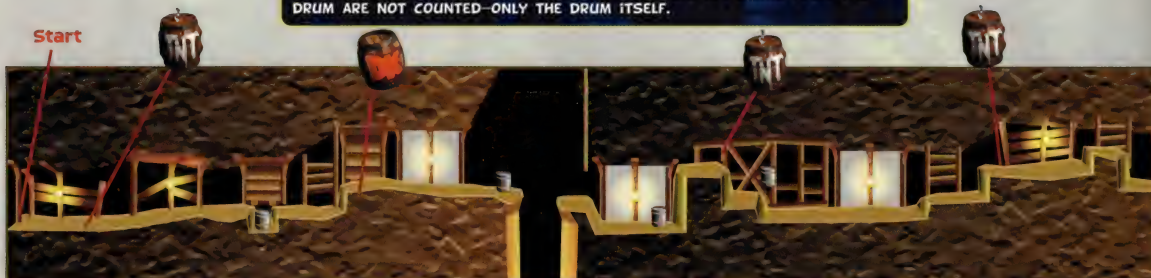


Creature Feature

Critter	Number
SLIPPA	9
SLIPPA DRUM	17
GNAWTY	9
GNAWTY DRUM	2
KLAP-TRAP (TURQUOISE)	4
KLAP-TRAP DRUM	8
ARMY	2
ARMY DRUM	2

NOTE

THE ENEMY TOTALS IN THIS LEVEL VARY (AS AN INFINITE NUMBER OF CRITTERS CAN APPEAR FROM THE DRUMS). THEREFORE, SINGLE ENEMIES ARE THOSE THAT APPEAR ON THE PATHWAY. CRITTERS APPEARING FROM THE DRUM ARE NOT COUNTED—ONLY THE DRUM ITSELF.





Bonus Level 63

Bonus Level 64



Chimp Checklist

Item	Notes
ANIMAL FRIEND	EXPRESSO
BONUS LEVELS	2
BARRELS	DK BARRELS: 4 TNT BARRELS: 5 WARP BARREL: NO
CAMERA PIECES	#38: PLAY MISTY FOR ME
TOKENS	RAMBI EXPRESSO EXPRESSO (BONUS LEVEL 64) ENGUARDE (BONUS LEVEL 64) RAMBI (BONUS LEVEL 64) WINKY (BONUS LEVEL 64)

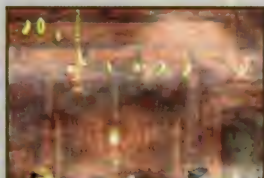
NOTE

NUMEROUS TNT BARRELS ARE SCATTERED THROUGHOUT THIS LEVEL. THESE ARE USED PRIMARILY TO EXPLODE CRITTER DRUMS (AS SOMETIMES A DRUM GIVES YOU A PRIZE OR HAS AN ITEM UNDER IT). HOWEVER, DK BARRELS WORK JUST AS WELL. TRY NOT TO USE THEM ON SINGLE CREATURES.



Run in, pick up the TNT Barrel, and jump over the Slippa slithering your way. Drop the barrel on the Slippa Drum, and continue along and up the step, into a DK Barrel.

You can leap on the heads of two more Slippas before reaching another Drum. Wait for the last Slippa to appear, then jump on the Drum and over the small stepped area. Don't grab that rope yet!



Instead, optionally head down to the lower pit area, grab the TNT Barrel, and hurdle an incoming Gnawty, lobbing the barrel at the Gnawty Drum in the right corner. If you explode it, you can take the Banana Bunch. Watch out for a Slippa dropping in.

Now leap back to the rope and ride it to the right, through six Bananas. Jump and land on the Slippa, and quickly run and stand on the drum. This stops more from appearing. Run to the walkway edge and pick up a TNT Barrel.



TIP

DID YOU RIDE THE ROPE AND THEN DROP DOWN TO TRY TO CLAIM THE BANANA BUNCH FROM THAT GNAWTY DRUM? THEN YOU MIGHT HAVE TROUBLE GETTING TO THE UPPER RIGHT LEDGE—TRY A CARTWHEEL JUMP FROM THE AREA TO THE PIT'S LEFT. ACROSS IT.



Drop down, leap over a Slippa, and deliver a barrel to the Slippa Drum up the shallow step, or better yet, the drum right after it. Then take the next TNT Barrel. Don't waste this one!

Take the barrel and leap over a Slippa; when you reach the pit with the Slippa Drum in the middle, lob the barrel at the drum, exploding it. Drop under where the drum was to grab a Rambi Token.



Jump up the large step onto the pathway and onto a drum. Don't worry—no Slippas appear until you leap off it, onto a rope. As the rope starts to move, shimmy down to grab the Banana Bunch, but don't fall off!

Leap onto the pathway, landing on a Slippa Drum. Jog through the three Bananas until you reach a DK and TNT Barrel next to each other. Leap over the Slippas, and deliver the TNT Barrel to the next Slippa Drum.



Bounce on two more Slippas on the lower walkway and collect three Bananas as you head for another drum. Keep going until you leap onto the drum, and then to a rope. Climb it slightly so you pass through three Bananas.

Leap to a second rope, pass through three Bananas, and climb to the top for three more Bananas. Then drop down and land on the Slippa Drum (after the snake has appeared), and run onto the pathway.

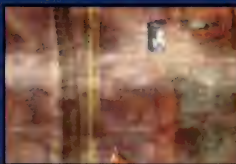


Head up the incline and bash the Continue Barrel. Trot down the incline, collecting three Bananas and bopping a couple of Slippas. Wait for a Slippa to appear from the drum at the edge, then leap on both, and onto another rope.



Bonus Level 63

CLIMB DOWN, FOLLOWING THE THREE BANANAS, INTO A DK BARREL, AND THREE BANANAS UP AGAIN. SCOOT STRAIGHT UP SO YOU'RE HIGHER THAN THE SLIPPA DRUM OR A FALLING SNAKE WILL HIT YOU. SPEAKING OF FALLING ... HOW ABOUT A DROP OF FAITH? FALL TO THE LEFT OF THE PATHWAY CLIFF. A HIDDEN LEDGE UNDERNEATH LEADS TO A BONUS LEVEL ENTRANCE.

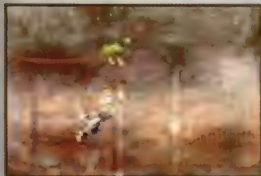


Find the Exit!

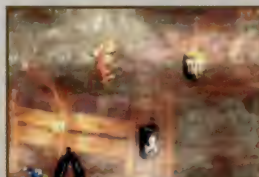
KONG Collecting KONG



YOU APPEAR AT A LONG GORGE'S LEFT END. RIDE THE NEARBY ROPE TO THE OTHER SIDE AND TO THE EXPRESSO CRATE. ON THE WAY ARE TWO LINES OF INTERSECTING BANANAS. THERE ARE 14 BANANAS IN EACH "DIAMOND" PATTERN, AND FOUR DIAMONDS, ALONG WITH ONE BANANA AT THE END (57 TOTAL). ALL FOUR KONG LETTERS ARE ALSO HERE! SCAMPER UP AND DOWN THE ROPE TO CLAIM THEM (THIS MEANS MISSING SOME BANANAS). LEAP ON THE ROPE AND CLIMB UP FOR THE "K," DOWN FOR THE "O," UP FOR THE "N," AND DOWN FOR THE "G." DON'T SLIDE TOO FAR DOWN OR YOU'LL FALL OFF THE ROPE. AT THE END, BREAK OPEN THE EXPRESSO CRATE AND LEAVE.



You'll emerge a good deal farther along the level than where you entered the Bonus Level. Backtrack to find a Camera Piece. First though, leap and flap up to claim the Expresso Token.



Now return right, and continue the level. If you ignored the first Bonus Level, move along the walkway, drop down, and begin an incredible x8 bouncing combo on eight Gnawties before you reach the barrel. Then leap up to the Slippa Barrel (near the Camera Piece), and across to where you appear as you exit the Bonus Level, under the Expresso Token.

Bop the heads of two incoming Klap-Traps, then leap onto the drum. At the next pit in the walkway, drop onto the tire (the Klap-Traps emerging from the drum won't hit you) and bounce up to the walkway and a TNT Barrel.



Camera Piece #38

USE YOUR AVIAN STEED TO JUMP AND FLAP ACROSS THE GAP, AND ONTO THE LEDGE, HEADING LEFT. IF YOU'RE WITHOUT EXPRESSO, THE HEIGHT IS TOO MUCH FOR YOUR KONGS TO HANDLE. LAND ON THE SLIPPA DRUM, AND LEAP UP AND LEFT. YOU PASS INTO YOUR NEXT CAMERA PIECE FLOATING ABOVE YOU—AND UNCOVER PART OF A DELIGHTFUL BITESIZED PICTURE ON PAGE 17 OF YOUR ALBUM.



NOTE

EXPRESSO ISN'T NEEDED FOR THE REST OF THE LEVEL, ALTHOUGH HE CAN AVOID THE CREATURES SCURRYING ALONG THE FLOOR. DITCH HIM!

Bonus Level 64



THIS TNT BARREL IS IMPORTANT. CARRY IT TO THE RIGHT, LEAPING OVER A Klap-TRAP, A SECOND ONE, AND OVER A Klap-TRAP DRUM. DROP TO THE LOWER WALKWAY, AND RAM THE WALL OF THE GIANT STEP AHEAD, DROPPING INTO A TINY DITCH. THIS OPENS UP THE OTHER BONUS LEVEL.

Stop the Barrel!



THREE BARRELS EACH HAVE AN ANIMAL TOKEN FLASHING INSIDE THEM, IN THE ORDER OF RAMBI, ENGUARDE, WINKY, AND EXPRESSO. TO OBTAIN ONE TOKEN, LEAP INTO ONE BARREL AT A TIME AND STOP ALL THREE ON THE SAME TOKEN. BEGIN YOUR VERTICAL LEAP WHEN YOU SEE THE TOKEN THAT IS BEFORE THE ONE YOU ACTUALLY WANT. YOU APPEAR ON TOP OF THIS LEVEL'S ENTRANCE WHEN YOU FINISH, SO RETRY IT AS MANY TIMES AS YOU WANT. THIS IS THE PERFECT (AND LAST) TIME TO CLAIM ANY REMAINING ANIMAL TOKEN CAMERA PIECES!



Head over three Bananas, bop a Klap-Trap, and head over the drum. Then leap across the second drum, down a shallow step, and bop another Klap-Trap. Once it stops churning out crocs, leap on the floating drum and up to the DK Barrel.

Jump down to the right, landing on an incoming Klap-Trap, then bounce onto the Drum suspended above a gap. Catch the three Bananas, leap across onto a ledge, then use Donkey Kong to bop an Army. Continue right, or Armies continuously pop out of that Drum.



Head across the lower walkway and leap onto another Army partially hidden by scenery. Leap across to a Klap-Trap Drum, Cartwheel Jump across the shallow pit to collect three Bananas (don't move into the pit or Armies will ambush you from the drum ahead).

Jump on an Army from the upper pathway, leap onto the drum, leap over the gap and onto the final pathway. You land near a red arrow exit sign. From here, four barrels churn out Slippas. Bop on the Slippas' heads.



NOTE

WHEN YOU TAG THREE IN A ROW, YOU'RE AWARDED A CAMERA PIECE (IF YOU DIDN'T GET IT EARLIER IN THE GAME). THE EARLIEST AREA TO CLAIM THIS CAMERA PIECE IS DURING REPTILE RUMBLE IN THE KONGO JUNGLE. CHECK THERE FOR FURTHER DETAILS.



As you bop the Slippas, continue right until you're over the drums so no more appear. Then run right, down the slight incline and claim three Bananas; head straight for the exit.



Misty Mine: Plan of DK Attack!

"S" Ranking Difficulty: **INSANE!**
Preferred Kong: **EITHER**
High Score to Beat: **172,210**
Bonus Level 63: **ENTER**
Bonus Level 64: **IGNORE**



PICK UP THAT TNT BARREL AND MAKE IT COUNT! LEAP THE SLIPPA AND BLAST THE DRUM APART, PROVIDING ACCESS TO THE 10 TIME BONUS UNDER IT. AT THE GNAWTY DRUM, BE SURE TO TAKE THE 5 TIME BONUS AND GET IN A COUPLE OF (X2) COMBOS.



THE NEXT DRUM AFTER THE GNAWTY DRUM HAS A 5 TIME BONUS UNDER IT, SO USE YOUR TNT BARREL TO GET THE JOB DONE. THE SLIPPAS BY THE DRUM OVER THE RAMBI TOKEN ARE RIPE FOR A X3 COMBO OR BETTER. CLAIM THE RAMBI IF YOU DIDN'T WASTE THE TNT BARREL.



DROP OFF THE ROPE'S END, DOWN TO THE HIDDEN LEDGE, AND INTO THE FIRST BONUS LEVEL—MAINLY

BECAUSE THERE'S A 20 TIME BONUS WAITING OUTSIDE. COLLECT THE KONG LETTERS FOR ADDED POINTS.



HOWEVER, IF YOU ENTER THIS BONUS LEVEL, YOU CAN'T CONTINUE ALONG THE MAIN PATH (YOU MUST BACKTRACK) TO CLAIM THE X8 GNAWTY COMBO. REMEMBER THE 5 TIME BONUS IN THE GAP NEAR THE EXPRESSO TOKEN.



BRING OUT DONKEY KONG FOR THE ARMY DRUMS, AND LAND ON THE

SHALLOW PITS FOR VARIOUS TIME BONUSES. DON'T BOTHER WITH THE SECOND BONUS LEVEL, AS THE TOKENS TAKE TOO LONG TO STOP ROTATING.



FINALLY, TAKE THAT EXTRA SECOND TO MAKE SURE ALL OF THE SLIPPAS ARE HIT AS YOU EXIT THIS LEVEL. RETURN TO CLAIM MORE IF YOU HAVE A LITTLE EXTRA TIME (X4).



Chimp Caverns Extra Area: Funky's Fishing



Finished with gorillas in the mist? Then head across the mine and into Funky's hangout. Funky offers to let you fly the furry skies in a Funky Barrel (which allows you to quickly revisit any previously completed levels if you missed a Camera or Bonus area), or enter the Fishing Barrel.

For your final challenge, Funky needs you to catch multiples of the same type of fish. You start with 20 seconds and need to Kombo fish into your boat and bring your time limit up to 1:20.



Refer to the "Training" section for the best way to fish. In this level, there's a world of identical Bitesizes. You gain around 10–15 seconds for a x2 Kombo. Keep fishing and pull out only multiples of the same fish. Try for double Kombos (two sets of two blue and two red fish), or a massive trawl of the same type (yes, it's possible to net a x7 Kombo!). Keep going, grabbing only Kombos, and you'll easily complete this task.

Chimp Checklist

Item	Notes
Camera Pieces	#39: CRAB GRAB #40: FUNKY'S SCENE; PART 6 OF 6

Camera Piece #39

DURING YOUR FISHING, KEEP A LOOKOUT FOR AN ORANGE CRAB SCUTTLED ALONG THE SEABED. IF ONE APPEARS, WINCH IT UP TO SAFETY—YOU'RE REWARDED WITH A SECOND KONG PICTURE. THIS ONE OF THE FUNKSTER HIMSELF ON PAGE 6 OF YOUR ALBUM. YOU CAN FIND A CRAB ON ANY OF THE SIX STAGES, BUT THE CRAB APPEARS MORE FREQUENTLY IN THIS FISHING AREA.



Camera Piece #40

DID YOU KOMBO ENOUGH AQUATIC LIFE? THEN FUNKY KONG GRANTS YOU THE FINAL CAMERA PIECE FOR HIS PICTURE, #40 (ALONG WITH BANANAS, AND SOMETIMES AN ANIMAL TOKEN). YOU CAN NOW CHECK YOUR ALBUM AND FULLY APPRECIATE THAT FINE SUNSET AND THOSE HANDSOME GORILLAS. WHEN YOU'RE DONE, HEAD OVER TO THE PENULTIMATE LEVEL, LOOPY LIGHTS!



Chimp Caverns Extra Area: Cranky's Cabin

Chimp Checklist

Item	Notes
CAMERA PIECES	#41: CRANKY IT UP!



Camera Piece #41

JUST TO THE RIGHT OF FUNKY'S HUT IS THE FINAL HOME OF ONE CRANKY KONG ESQUIRE. COME IN FROM THE GLOOM AND LISTEN TO MORE VERBAL ABUSE FROM THIS SENILE OLD LOON; BUT THIS TIME THERE'S AN EXTRA SURPRISE! IF YOU'VE VISITED EVERY CRANKY HUT ON ALL SIX WORLDS, CRANKY FINALLY GIVES UP HIS CAMERA PIECE—A PROUD AND STOIC IMAGE OF THE OLD GORILLA HIMSELF IN YOUR ALBUM.



Chimp Caverns Area #4: Loopy Lights

Simian Strategy

Turning up the brightness helps a lot with this level; in fact, this level becomes very easy if you cheat in this manner! However, the jumping routine that you develop when you perfect running this stage means you must time light switching into your routine. Be wary of those Klap-Traps as they leap when you do—jump from range. Otherwise, learn how the level looks in both light and darkness.

Preferred Kong: Either



Creature Feature

Critter	Number
KLAP-TRAP (RED)	-----19
KRITTER (GRAY)	-----3
NECKY (GROUND)	-----1
ZINGER (ORANGE)	-----7
ZINGER (YELLOW)	-----2
MANKY KONG	-----1

Welcome to Chimp Caverns

Start



EXIT

Bonus Level 65



Bonus Level 66



Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 66)
BONUS LEVELS	2
BARRELS	DK BARRELS: 2 WARP BARREL: NO WOODEN BARRELS: 1
CAMERA PIECES	#42: LIGHTS, CAMERA, ACTION!
TOKENS	EXPRESSO (BONUS LEVEL 66)

NOTE

IF YOUR SETUP INCLUDES A NINTENDO GAME BOY ADVANCE SP OR YOU ARE LINKING UP TO A TELEVISION VIA YOUR NINTENDO GAMECUBE AND GAMECUBE PLAYER, YOU CAN SEE MUCH MORE OF THIS LEVEL, JUST AS IN TORCHLIGHT TROUBLE. TURN THE BRIGHTNESS UP ON YOUR TV, TOO—THAT WAY, YOU WON'T EVEN NEED TO SWITCH THE ON/OFF BARRELS!

Camera Piece #42



AS SOON AS YOU DROP INTO LOOPY LIGHTS, MOVE BACK TO THE WOODEN MINE ENTRANCE: A CAMERA PIECE IS COMPLETELY HIDDEN BEHIND THIS AREA! GRAB IT, THEN CHECK YOUR ALBUM FOR A HUGE PICTURE OF THE KONGS IN MINE CARTS ON PAGE 16!



Now leap into the On/Off Barrel, then leap early and land on the red Klap-Trap



Leap on the On/Off Barrel, jump into another Klap-Trap, and shake open the DK Barrel ahead. Bounce on another Klap-Trap and jump into an On/Off Barrel. Leap onto a rock island as it floats right to left.



During the Klap-Trap bounce, land after flying through the On/Off Barrel, then jump and drop on a tire island. Quickly bounce off to the right, landing on a Klap-Trap, then a second, then onto a tire and bounce vertically to turn the lights back on.

Immediately run right, jump on the rock platforms, bouncing across all five (each has a Banana on it) before landing on an upper walkway area. Flick the lights on, then drop onto two Klap-Traps; deal with each.

Bonus Level 65

THERE'S A GAP AHEAD WITH THREE BANANAS HANGING VERTICALLY. THAT'S A SIGN! LEAP THROUGH THE ON/OFF BARREL, AND DROP DOWN THROUGH THE BANANAS AND INTO THE BONUS BARREL AT THIS GAP'S BASE.



Find the Exit!

KONG Collecting KONG



INSIDE A LONG HORIZONTAL CAVERN, LAUNCH YOURSELF PRECISELY FROM SUBSEQUENT CANNONS. DO THIS AT THE MOMENT YOU LAND IN EACH BARREL TO CLEAR THIS BONUS STAGE THE QUICKEST. IF YOU LOSE YOUR NERVE, WAIT FOR EACH BARREL TO LINE UP WITH THE NEXT, AND START BY HITTING THE ON/OFF BARREL BEFORE LAUNCHING. YOU'RE AWARDED A BANANA, THREE BANANAS, A BUNCH, A SECOND BUNCH AND FINALLY A "K" GOLDEN LETTER BEFORE YOU REACH THE EXIT. YOU APPEAR ON THE GAP'S OTHER SIDE WHERE YOU ENTERED THIS AREA, ENABLING YOU TO TRY AGAIN AND AGAIN.



KONG Collecting

KONG



BOUNCE ACROSS TO THE EDGE, LEAP OVER THE GAP, THROUGH THE ON/OFF BARREL, AND LAND ON A LEDGE FULL OF EIGHT BANANAS. JUMP ANOTHER GAP, LAND ON A Klap-TRAP, THEN SCUTTLE RIGHT TO ANOTHER GAP! CARTWHEEL RIGHT, INTO THE "O" LETTER, THEN JUMP LEFT OR YOU'LL BE HIT BY A DROPPING Klap-TRAP TO YOUR RIGHT.



Bound up and over the gap to another ledge, and another (taking out a Klap-Trap in midair), then to another ledge as the lights fail. Jump for the On/Off Barrel and then sprint up the walkway to the Continue Barrel.

Smash it, then flick the lights on and jump down to land on a Kritter's head as it leaps left. The gap the Kritter was jumping holds a DK Barrel. Now run across to the next On/Off Barrel.



Hit the bouncing Kritter with the DK Barrel, then push the tire along and off the upper walkway and under a line of Bananas. Bounce up through

the three fruit and into an On/Off Barrel, then wait for the rock island to arrive.

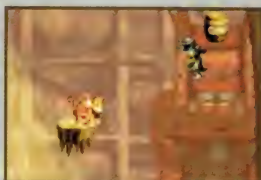
Feeling a little crazy? Then attempt to secure the most difficult-to-obtain Banana Bunch in the game! Wait for the island to approach, push the tire on it (slowly enough that it doesn't fall off the right side, but fast enough that it doesn't drop off the ledge), bounce onto it, then up into the floating Bunch above the gap!



On the gap's other side, hit a Klap-Trap, drop down to land on a second, flick on the lights and clear another gap. Then bound up the large stepped area, collecting two sets of two Bananas until you reach the top.

You see a nasty Necky throwing nuts and sitting on the On/Off Barrel. Wait until

it throws the nut right, leap up to the bird's left, then steer yourself into the On/Off Barrel. Pick up the Wooden Barrel and quickly run down the steps to the right.



Jump left to hit the lights on, then bound right, and down onto the heads of two Klap-Traps. Run to the edge, leap up for the lights, and bounce onto a floating island. Wait for it to rise, then leap to the second island. Then leap at the top of this island's ascent, onto a Kritter's head.

Alternately, roll into him, then bash the On/Off Barrel and jump onto a tire island. Bounce off to another, over two Bananas to another, and a fourth, then land on the pathway.



Now comes the difficult exit strategy. Keep moving to avoid being left in the dark. Hit the lights, drop down and run under the first Zinger, leap the second, and jump over the third as it descends, switching the lights on again.

KONG Collecting

KONG



LAND, JUMP ANOTHER ZINGER AFTER THE MOVING ONE ABOVE HEADS RIGHT, RUN UNDER THE MOVING ONE AS IT PASSES LEFT, LEAP ANOTHER GROUND ZINGER, AND MAKE A CUNNING MANEUVER TO GRAB THE "G" LETTER THAT'S UNDER A VERTICALLY MOVING ZINGER. WAIT UNTIL THE ZINGER HAS ASCENDED, LEAP VERTICALLY NEXT TO IT, THEN STEER INTO THE LETTER ON THE WAY DOWN.



Jump over another Zinger as a second one backs up to the right, then leap over that as it flies at you. That's it for the Zingers; now leap across the final gap and through the On/Off Barrel.

Bonus Level 66

NAB THE TWO SETS OF TWO BANANAS AS YOU GO. WITH THE WOODEN BARREL IN YOUR HANDS, LEAP THE GAP, RUN FORWARD, IGNORE THE ON/OFF BARREL, AND SMASH INTO THE LARGE LEDGE WALL BEFORE A Klap-TRAP DROPS ON YOUR HEAD!



KONG Collecting

KONG



YOU APPEAR IN A LONG STEPPED CAVERN. HIT THE LIGHTS, THEN COMMENCE A RUN. LEAP ACROSS THE FIRST GAP (TAKE THE BANANA), ACROSS A SECOND (TAKE THE BUNCH), ACROSS A THIRD (GRAB THE "N" LETTER), OVER THE FOURTH (NAB THE EXPRESSO TOKEN), OVER THE FIFTH (BOUNCE ON THE TIRE TO TAKE THE TUP BALLOON) AND UP TO THE EXIT LEDGE (WHERE SIX BANANAS REST). NOT A BAD HAUL! YOU APPEAR ON A Klap-TRAP ABOVE THIS ENTRANCE. WHY NOT POP BACK IN FOR MORE GOODIES?

A Manky Kong is nearby! Pass the red arrow exit sign, leap up the step and over a Manky Barrel, collect two Bananas, and repeat this plan another four times (there's six more Bananas, too). At the edge, leap into the On/Off Barrel and land on the Manky Kong's head.



Fall through three Bananas and land over the gap. Fall through three more onto the last On/Off Barrel and race for the exit, bouncing on a final Klap-Trap and grabbing one floating Banana on the way.

"S" RANKING DIFFICULTY: INSANE!
PREFERRED KONG: EITHER
HIGH SCORE TO BEAT: 222,460
BONUS LEVEL 65: ENTER
BONUS LEVEL 66: ENTER



BOUNCE ON THAT Klap-TRAP AND DROP INTO THE FIRST BONUS LEVEL—A 15 TIME BONUS AWAITS! EXIT AS QUICKLY AS POSSIBLE. CONTINUE THROUGH THE LEVEL AS

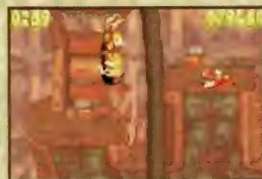


USUAL UNTIL YOU COME TO THE TIRE ISLAND. JUMP TO THE OTHER SIDE, THEN CARTWHEEL LEFT FOR THE 15 TIME BONUS, AND JUMP BACK ONTO THE GROUND TO DELIVER A X2 Klap-TRAP COMBO.

Loopy Lights: Plan of DK Attack!



THERE'S A SECOND Klap-TRAP COMBO SHORTLY AFTERWARD (X2), AND A WHOLE LOAD OF TIME BONUSES BEFORE YOU REACH THE CONTINUE BARREL. KEEP GOING THROUGHOUT THE LEVEL UNTIL YOU REACH THE SITTING NECKY ATOP THE ON/OFF BARREL.



CARRY THE BARREL INTO THE BONUS LEVEL ENTRANCE, AND ENTER IT. YOU CAN ADD 5 TIME BONUS POINTS, AND COLLECT A NUMBER OF VALUABLE ITEMS. YOU CAN REPEAT THIS LEVEL, BUT DON'T GRAB THREE EXPRESSO TOKENS OR YOU'LL ENTER THE BONUS LEVEL AND LOSE A WHOLE LOAD OF TIME.



JUST AFTER THE BONUS LEVEL ENTRANCE ARE TWO MORE Klap-TRAPS (X2), AND TWO MOVING ISLANDS. CARTWHEEL JUMP FROM THE LEFT ONE, INTO THE 20 TIME BONUS, AND THEN LAND ON THE SECOND. THIS TAKES PRACTICE!



COMPLETE THE FINAL ZINGER MANEUVERING WITHOUT PAUSING, AND THAT INCLUDES TAKING THE "G" LETTER. TAKE THE 5 TIME BONUS ABOVE ONE OF THE FINAL ZINGERS, THE TWO 5 TIME BONUSES UP THE STEPS TO THE MANKY KONG, AND THE LEFT/RIGHT CARTWHEEL JUMP AT THE EXIT FOR THE 20 TIME BONUS.

Chimp Caverns Extra Area: Candy's Dance Studio



Up on a rickety plank, Candy Kong struggles into her hot-pink leotard one last time and beckons you in for a groove-down. You can't say no; especially as a great score gives you the final Candy Scene Camera Piece you need!

Follow Candy's instructions and attempt to get as many

perfects as possible during the song. If you're playing a two-player game, the button presses are randomly generated. If, however, you're playing in one-player mode, the moves always follow the pattern shown. Memorize it to win—it'll take a few tries!



Chimp Checklist

Item	Notes
CAMERA PIECES	#43: CANDY'S SCENE; PART 6 OF 6

↑ ↑ ↑ • (B) • → →	(A) • (B) (L) • ↑ ↑ ↑
• ← ← • (L) (L) •	← • (R) (R) • (L) (L)
(L) • (R) • (R) (R) ↑	• (R) (R) • • (A) • (B)
↑ ↑ (B) • ↓ • ↑ ↑	• ↑ (B) • ↓ • (L) (R)
↑ → • (L) • ← • (R)	(L) • (B) • (L) (R) (L)
• → • (L) • ← • (R)	• (B) • • (A) • (B) ↑
→ • (L) • ← • (R)	(B) • ↓ • (L) (R)
(R) • (L) (L) • (R)	(L) • ↑ (B) • ↓ • ←
(R) • (B) • (A) • (B) •	(R) • (L) • (R) (R)

Camera Piece #43



REFER TO THE "TRAINING" SECTION FOR TIPS ON DANCING SUCCESS! THE FIRST TIME YOUR DANCING GENERATES ENOUGH "HITS" AND "PERFECTS" TO GET YOUR CURSOR INTO THE FAR RIGHT BAR, OR "PERFECTION" ITSELF, YOU ARE AWARDED CAMERA PIECE #43: YOUR CANDY SCENE IS NOW COMPLETE! YOU ALSO RECEIVE A BLUE JUP BALLOON! IF YOU SCORED IN ANY OF THE BARS TO THE LEFT, YOU DON'T WIN ANYTHING.

NOTE

KEEP PRACTICING THIS DANCE UNTIL YOU ACHIEVE A PERFECT RATING (ALTHOUGH YOU ARE ALLOWED ONE MISTAKE). WHEN YOU ACHIEVE THIS, CANDY AWARDS YOU WITH A SECOND PICTURE—OF HERSELF! NOTE THAT YOU WIN THIS AFTER YOU CLAIM YOUR "CANDY SCENE" PICTURE, BUT CAN BE CLAIMED ON ANY DANCE STUDIO STAGE. WE RECOMMEND YOU ATTEMPT THE DANCE IN THE KONG JUNGLE, AS THIS IS THE EASIEST DANCE TO PERFECT!

Chimp Caverns Area #5: Platform Perils

Simian Strategy

This is by far the most challenging stage in all of Kongdom. It features shuddering platforms that disappear in seconds, and leaps of complete and blind faith in many different directions. In addition, you must knock invincible Krushas off tiny platforms with Wooden Barrels! You've got to time every jump perfectly, and utilize Donkey at the end of the level—where real platform players are separated from the amateurs!

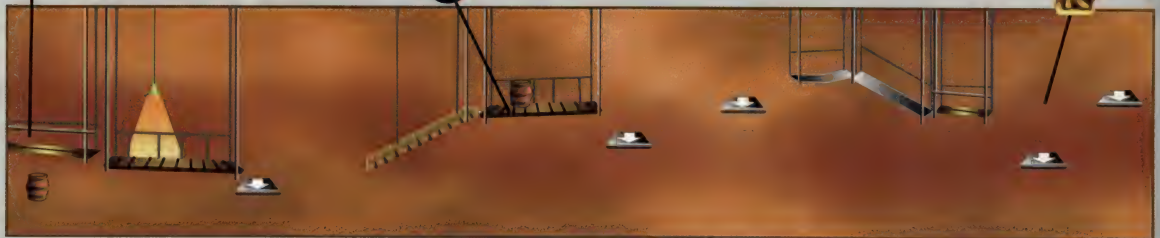
Preferred Kong: Donkey

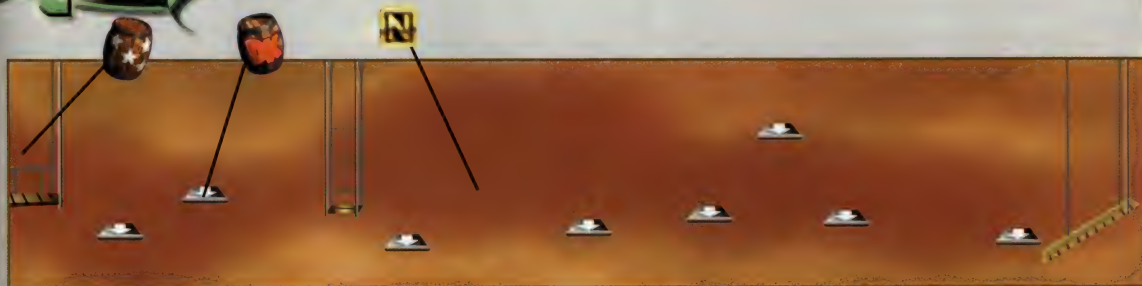
Start



Creature Feature

Critter	Number
KRUSHA (SILVER)	-----6
ARMY	-----11
KLUMP	-----6
ZINGER (ORANGE)	-----1
ZINGER (YELLOW)	-----6
NECKY (FLYING)	-----1
ZINGER (BLUE)	-----4
KRITTER (BLUE)	-----1
GNAWTY	-----10





Chimp Checklist

Item	Notes
ANIMAL FRIEND	NONE
BALLOONS	RED: 1 (BONUS LEVEL 67)
BONUS LEVELS	2
BARRELS	DK BARRELS: 2 WARP BARREL: NO WOODEN BARRELS: 11
CAMERA PIECES	#44: FLIGHT OF FANCY #45: KONG-RATULATIONS!
TOKENS	WINKY ENGUARDE (BONUS LEVEL 68)

Bonus Level 67



Bonus Level 68



This is it! Pick up the Wooden Barrel and run into the silver Krusha along the rickety platform. This is the *only* way you can take this beast down—even Donkey Kong's strength can't budge this freak!

Remember the silver Krusha barrel takedown technique for later. For now, leap on the arrow platform. As it starts to move right, turn and jump left, onto a second (and hidden) arrow platform that heads left, into a Bonus Barrel that you can spot under the entrance platform. Don't jump during this time.

Bonus Level 67

Spell It Out!



YOU APPEAR IN A SMALL CHAMBER WITH FOUR BARRELS, EACH ONE CYCLING THROUGH THE LETTERS "KONG" (THEN A BANANA). LEAP INTO EACH LETTER IN THE CORRECT ORDER TO SPELL THE WORDS. THE LETTERS APPEAR IN SEQUENCE, BUT THEY MOVE FAST, SO LEAP FOR THE LETTER YOU WANT WHEN YOU SEE THE LETTER THAT APPEARS BEFORE IT. FOR EXAMPLE, TO STOP THE LETTER "N" IN THE SECOND BARREL, JUMP WHEN YOU SEE "O." SPELL OUT "KONG" TO RECEIVE A 1UP BALLOON. YOU EXIT ON THE RICKETY PLATFORM ACROSS FROM THE START.



If you don't want to chance the Bonus Level, simply land on the first arrow platform and ride it right, through four Bananas. When it starts to shake, leap off onto the sloping platform.

Bounce onto an Army waiting near two barrels (one Wooden, one DK), and

throw the Wooden one at a second Army at the edge of the platform. Wake up your Kong chum, then leap off the ledge's end through four Bananas, onto an arrow platform.



Leap up to the next arrow platform, then leap right, onto the firmer ground. Select Donkey Kong or you'll have to Cartwheel through the three incoming Klumps. Otherwise, a head bop from Donkey does the trick.

KONG Collecting



STROLL DOWN THE WOODEN PLATFORM TO THE END, AND TAKE A LEAP OF FAITH ACROSS AND DROP THROUGH TWO BANANAS. THE "K" LETTER, AND TWO MORE BANANAS. YOU LAND ON AN ARROW PLATFORM. RIDE IT UP.



Leap to the down arrow platform, then leap immediately to the right, over the hovering Zinger, and land on the right arrow platform. As this starts to shake, make a careful jump

over the Zinger and onto another wooden platform.

Jump up through three Bananas, then wait for the Army to roll down from the platform above. Land on it, then leap to its perch and bounce on the next Army. With both out of the way, leap to the arrow platform and immediately jump onto the wooden platform.



Cross the platform with ease and leap across to the down arrow platform (collecting the two Bananas). Instantly leap again over a Zinger, onto a second down arrow platform. Grab two Bananas, then leap over the second Zinger and onto the wooden ledge.

An Army rolls off the platform next to you, so leap early and land on its head. Then jump up to the dark wooden platform, leap to the arrow platform (with two Bananas on it), leap to the hovering Necky, and then make a quick decision....



You can leap onto the platform by the Wooden Barrel. Or, if you want to collect everything, follow the doomed Necky as it falls down, steering yourself onto an arrow platform. Leap immediately right, onto a second platform with a

Winky Token above it. Then leap to the third platform and ride it up. Leap right, but stay on the wooden platform.

If you leap left, or leap and miss and have to jump again, you're hit by an Army rolling off a high platform. Watch out for these two beasts, and deal with them as you land. Diddy can take the Wooden Barrel to help fend off the attack.



Now head right, off the platform and onto an arrow platform; leap through two Bananas onto another arrow platform; repeat this for the next three platforms before heading through a final two Bananas onto a small wooden ledge. Ignore the Zingers.

Pick up the barrel, leap to the next platform, then wait for an Army to run into it (this is easier than being knocked about and perhaps losing your balance). Leap to the highest platform, bop a second Army, and continue upward.



Run up the ramp, leap over the gap, jump again, and land on a small sloped platform. Bop the Army, and then hold your breath—there's some frightening jumping to do!

Camera Piece #44

KONG Collecting KONG



LEAP ONTO THE DOWN ARROW PLATFORM AND STAY ON IT. RIDE IT DOWN THROUGH FOUR OF THE SIX BANANAS, THEN CARTWHEEL LEFT INTO THE FLOATING CAMERA PIECE. JUMP QUICKLY BACK RIGHT JUST AS YOU HIT THE LAST BANANA. YOU HAVE A MILLISECOND TO LEAP RIGHT AGAIN OFF THE SHAKING PLATFORM BEFORE IT DISAPPEARS. YOU PASS INTO THE "O" LETTER AND ONTO A WOODEN PLATFORM. WHEN YOU'VE RECOVERED, CHECK YOUR ALBUM FOR A KRUSHA PICTURE ON PAGE 3.



Run right, wait until the Zinger has circled above and is descending left, then smash open the Continue Barrel. You'll reappear here, so smash it! Now head right, jump and drop through three Bananas, bounce on a Gnawty, and land on the arrow platform.

Ride this arrow platform right. If you need an extra Kong, leap up through the DK Barrel, land on the down arrow platform, and jump back on the first platform. Jump over the Army as it rolls off its tiny wood platform.

KONG Collecting KONG



NOW CHANGE TO DONKEY KONG. DON'T LEAVE THE WOODEN PLATFORM WITHOUT THE BIG GORILLA IN YOUR CONTROL! LEAP RIGHT THROUGH THREE BANANAS, BOUNCE THE GNAWTY, AND RIDE THE ARROW PLATFORM RIGHT. LEAP FOR THE "N" AS THE ZINGER CIRCLES AROUND THE TOP OF IT BEFORE YOU HEAD UNDERNEATH THE LETTER.



Leap right onto the Gnawty, ride its right arrow platform for a second to another Gnawty. Ride this platform up to the same level as the arrow platform above, and leap right, onto another Gnawty. Just as the platform begins to fall, make a leap of faith right.

You land on a right arrow platform after bopping a Gnawty. Ride the platform right, through four Bananas, then leap on the Klump standing on the down arrow platform. If you're using

Diddy, leap over this Klump and land on the wooden ledge. This is the trickiest jump in the game, so don't land short (and fall through the gap) or on the Klump (and get knocked into space).



Roll through or jump the next Klump, leap onto the tire and bounce to a second tire platform, then land on a Gnawty. Continue the bounce to a second, third, and fourth Gnawty, each on a series of arrow platforms positioned as steps. You don't need to touch the platforms at all!

At the bottom arrow platform, optionally stay on it for half a second until you hit the Banana Bunch underneath it, then leap to the platform. Pick up the Wooden Barrel and throw it into the Zinger.



Jump through the gap, collecting three Bananas, onto another Wooden Barrel-based ledge. Take the silver Krusha to your right. Did you miss with the barrel? Tough luck! Your way ahead is blocked! After a successful strike, leap onto the down arrow, and instantly leap right again or you'll fall into

space. You land on a tiny platform with a red arrow sign on it. Now comes the most insane platforming experience ever!



TIP

CHANGE TO DONKEY KONG BEFORE ATTEMPTING THIS MADNESS—HE CARRIES THE WOODEN BARRELS ABOVE HIS HEAD, ALLOWING HIM TO THROW THEM FARTHER AND WITH GREATER ACCURACY.



Jump over the Zinger. Ride the arrow platform right, through four Bananas. When it starts to shudder, leap off onto the next platform, taking the Wooden Barrel.

As this platform shakes, throw the barrel at the Krusha to your right. Once it's fallen, leap on its platform.



A second later, your platform shakes. Leap quickly and accurately to the floating tire.

Bounce to the arrow platform, riding it up. Ignore the Zinger on your right—turn and face left, throwing the barrel at a Krusha when you reach the two Bananas. Leap left to his platform.



Ride the platform right. When it shakes, leap over the Zinger, and land on the down arrow platform, picking up the barrel.

When the platform shudders, throw the barrel right, at the Krusha, then immediately leap on his platform.



Jump to the arrow platform with the Wooden Barrel on it, then back to the previous right arrow platform. Continue on it.

When you drop back onto the previous right arrow platform, throw the barrel to your right, hitting the Krusha. Then instantly leap on the next arrow platform.



Ride this platform right, leap on the floating tire, bounce

up onto it, ignoring the "G" Letter above you, and ride this platform left.

Bonus Level 68



AS THIS ARROW PLATFORM SHAKES, MAKE A PRECISION LEAP TO THE RIGHT, ONTO THE GNAWTY, AND THEN STAND ON THE PLATFORM AS IT DESCENDS. MAKE A DROP OF FAITH, THEN A LEAP OF FAITH TO THE RIGHT. JUMP THROUGH THE SINGLE BANANA, LANDING LONG, ONTO A HIDDEN WOODEN LEDGE. JUMP INTO THE BONUS BARREL FOR THE FINAL TIME!

Stop the Barrel!



THERE ARE FOUR BARRELS WITH AN ENGUADE TOKEN RANDOMLY FLASHING INSIDE ONE OF THEM. STARE THROUGH THE BARRELS, USING YOUR PERIPHERAL VISION TO NOTE IN WHICH BARREL THE TOKEN STOPS; BREAK THAT ONE TO CLAIM THE PRIZE.



KONG Collecting KONG

Camera Piece #45

JUMP UP TO THE NEXT ARROW PLATFORM, IGNORING THE WOODEN BARREL, AND RIDE IT TO THE RIGHT. ON THE WAY LEAP UP AND CLAIM YOUR FINAL KONG LETTER! IF YOU MANAGED TO CLAIM ALL FOUR KONG LETTERS IN ONE ATTEMPT, YOU'LL RECEIVE ANOTHER CAMERA PIECE! CHECK PAGE 10 OF YOUR ALBUM FOR THE RESULTS.



You'll land right next to the exit. Leave at once! If you didn't enter the final Bonus Room, you leap from the last arrow platform, roll through a Klump, and scamper out of here once and for all!

Platform Perils: Plan of DK Attack!

"S" Ranking Difficulty: INSANE!
Preferred Kong: DONKEY
High Score to Beat: 277,010
Bonus Level 67: IGNORE
Bonus Level 68: ENTER



THE FIRST PART OF THE STAGE IS STRAIGHTFORWARD—FOLLOW THE WALKTHROUGH, BUT DON'T WASTE TIME WITH THE SLOWLY MOVING PLATFORMS TO THE FIRST BONUS LEVEL. INSTEAD, CONCENTRATE ON THOSE ARMIES WITH DK (X2).



MAKE A CRAZY X3 COMBO INTO THE KLUMP TRIO, AND CONTINUE TO FALL AND LAND ON THE UP ARROW PLATFORM! THEN IMMEDIATELY CARTWHEEL JUMP RIGHT, INTO THE 5 TIME BONUS (UNDERNEATH THE SECOND ARROW PLATFORM) AND OVER THE ZINGER. YES, THIS IS POSSIBLE!



COMBO THE TWO ARMIES (X2), THEN CONTINUE AS USUAL. TAKE THE ARROW PLATFORM DOWN TO THE SERIES OF ARROW PLATFORMS LEADING TO THE WINKY TOKEN—THERE ARE TWO 10 TIME BONUSES. YOU STILL HAVE 40 SECONDS ON THE CLOCK!



JUST AFTER THE CONTINUE BARREL, DROP ON THE GNAWTY, HIT THE DK BARREL, AND LAND ON THE DOWN ARROW PLATFORM. CARTWHEEL LEFT AND JUMP RIGHT BACK ONTO THE FIRST ARROW PLATFORM AFTER COLLECTING THE 5 TIME BONUS! ANOTHER INSANE MOVE! FINISH BY HITTING THE ARMY ON THE TINY WOODEN PLATFORM, AND LAND ON THE GNAWTY (X2)!



FOUR GNAWTIES ARE ON ARROW PLATFORMS. HIT THE FIRST, THEN BOUNCE ON THE NEXT THREE WITHOUT TOUCHING THE PLATFORMS (X3). KEEP GOING TO THE DESCENDING ARROW PLATFORMS AND TAG FOUR GNAWTIES WITHOUT HITTING THE PLATFORMS (X4).



TAKE THE LOW ROAD TO THE LAST BONUS LEVEL TO GRAB A 20 TIME BONUS, THEN QUICKLY FINISH THE BONUS LEVEL AND LEAVE; BUT NOT BEFORE YOU DEAL WITH A FINAL KLUMP AND PICK UP ANOTHER 5 TIME BONUS POINTS.

Chimp Caverns Boss Area: Necky's Revenge

THREAT LEVEL: MEDIUM

PREFERRED KONG: EITHER

CAMERA PIECES: #46: BIG BOSSES BASHED!

#47: DONKEYS TO VICTORY



Enter the Banana-filled chamber, and you see that Necky Sr. has brought his older brother, Master Necky, with him to deal with a hairy problem. Both Neckies cough up a huge nut and spit it at you. If you're hit, you lose a Kong.

As before, dodge the nuts by continuously bouncing on the tire in the middle of the Banana chamber. Both Neckies appear both low and high on the left and right sides of the room, flashing pink.



They then spit out a nut. Bounce so the nut passes below you. If you're going to land on a nut, move in the opposite direction. However, as soon as the nut leaves either Necky's neck, bounce on top of the Necky. He won't be a flashing pink anymore, meaning he can be hurt.

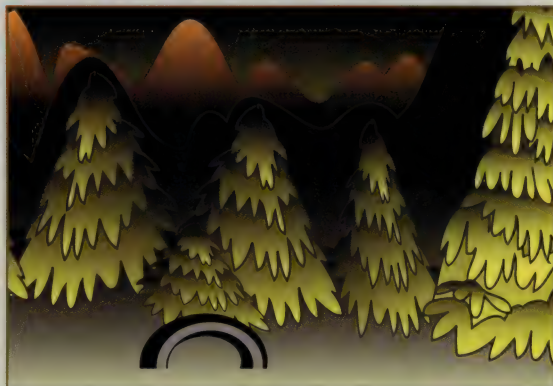
If you hit him, he squawks and retreats, but randomly appears on the screen. Start your bounce into his beak as soon as he pulls his neck back to cough up the nut. You can only hit him once before he disappears.



Concentrate on only one of the Neckies. Land on his head five times until the first one lies in a daze. Then continue with the remaining Necky until he suffers five hits and flops down to the ground as well.

NOTE

WHEN ONLY ONE NECKY IS MOVING, IT COUGHS UP THREE NUTS IN A ROW BEFORE LOSING INVINCIBILITY: INFLECT FOUR HITS ON EACH BIRD SO YOU ONLY HAVE TO DEAL WITH THIS INCREASED NUT ACTIVITY FOR ONE ATTACK.



Camera Piece #46

It's just like the old days, making the boss disappear. It's color and pretending it's completely new.



AS SOON AS YOU BOUNCE ON THIS FEATHERED FIEND FOR THE LAST TIME, AND YOU CLAIM YOUR FINAL GIGANTIC BANANA, YOU AUTOMATICALLY RECEIVE ANOTHER PRIZE—A CAMERA PIECE THAT DEVELOPS INTO A PICTURE OF THE KONGS CHILLIN' OUT ON PAGE 14 OF YOUR ALBUM.

Camera Piece #47



WHOA THERE, YOU PLATFORMING PRACTITIONERS! BEFORE YOU SET SAIL FOR A BASH AND CRASH TO CLAIM YOUR STOLEN STASH, OBTAIN THE FINAL CAMERA PIECE AVAILABLE INSIDE CHIMP CAVERNS. LOOK AT THE FACES ON THE LEVELS YOU'VE PREVIOUSLY COMPLETED! EACH DISPLAY WILL EITHER HAVE A DIDDY OR A DONKEY FACE. TO CLAIM THIS CAMERA PIECE, ALL THE CHIMP CAVERNS LEVELS MUST HAVE DONKEY'S FACE ON THEM. THIS MEANS COMPLETING EVERY LEVEL (HEADING OUT OF THE EXIT) WITH DONKEY KONG. YOU CAN PLAY AS EITHER KONG, BUT DONKEY MUST BE THE ONE TO LEAVE. UNLIKE ATTEMPTING TO FINISH MONKEY MINES WITH DIDDY'S HEAD, THIS TASK IS MUCH HARDER—THERE ARE NO WARPS, SO KEEP DONKEY WITH YOU THE FIRST TIME YOU FINISH EACH LEVEL. THE RESULTS ARE WORTH IT—IF YOU LOVE LOOKING AT DONKEY KONG ON PAGE 5 OF YOUR ALBUM! AFTER THIS TRAIPIPSING IS DONE, YOU CAN FINALLY CALL OUT THE POWER BEHIND THIS FRUIT FIASCO—THE MIGHTY K.ROOL HIMSELF!

Camera Piece Roundup



By now you should have completed all the stages and faced the final boss before K.Rool. Before you swim over to face the king of these parts, take stock of all your Camera Pieces. You should have 51: 47 from the levels, and 4 more from the Token Bonus levels.

You access Token Bonus levels after obtaining three Animal Tokens of the same type (such as three gold Winky Tokens). You are then transported to a Token Bonus level to grab as many Mini-Tokens as possible. You have more than one opportunity throughout the game to access these hidden stages.

If you need three Animal Tokens to enter one of these stages, and you don't want to search for them, pick a stage with a Bonus Level that houses an Animal Token and that you can easily reenter (such as Bonus Level 2 in Jungle Hijinks). Keep entering this area until you secure all the Tokens you need.

Finally, locate the giant Animal Token, one of which is hidden in each Token Bonus stage. Collect Mini-Tokens until the time is about to run out, then finish by grabbing the giant Token. This doubles your collected score (but not Tokens you find afterward), which almost always allows you to claim your Camera Piece.



Token Bonus Level 1: Enguarde



Token Type: ENGUARDE
Mini-Tokens Needed: 400
Camera Pieces:

#48: SWORDFISHING FOR PRIZES



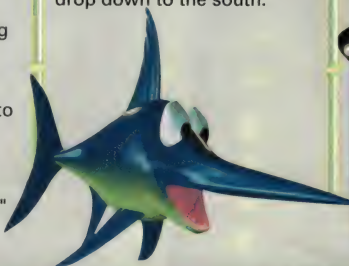
Because this is the only Token Bonus level with a lower requirement than the others (400 instead of 600), you can be a little more leisurely. Start by launching yourself right.

Enguarde moves faster when he swims from side to side instead of up and down. Swim through the middle coral wall's right, into the hidden "number 3."

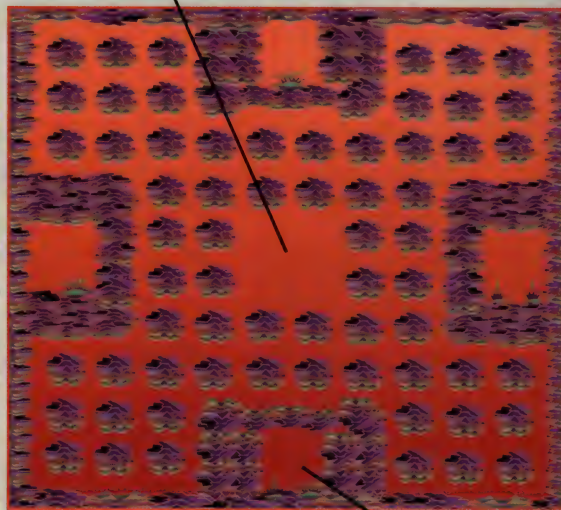


There are also two other hidden areas, directly above your start ("number 1"), and to the left ("number 2"). Avoid these areas because you can pick up more Tokens when you race across the screen.

Move left to right, staying at the same level and collecting as many Tokens as possible; at the end wall, turn and drop down, then continue. With moments left on the clock, drop down to the south.



Start



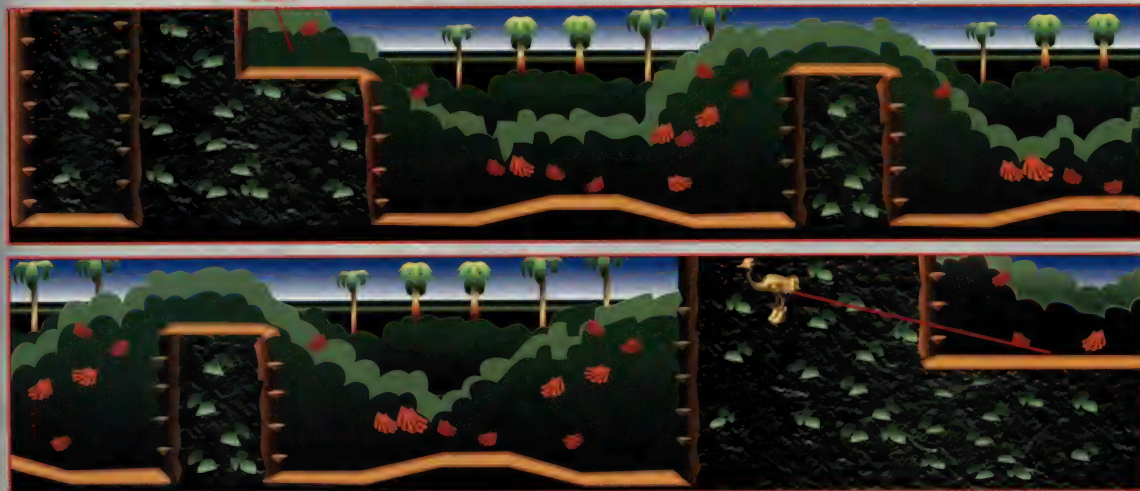
Camera Piece #48



SWIM DOWN AND CLAIM THE GIANT ENGUARDE FOR X2 MULTIPLES OF ALL YOUR TOKENS. IF THERE'S ANY TIME LEFT, CLEAD THE BOTTOM MIDDLE MAP AREAS. WHEN YOU HIT 400 (AND IT'S POSSIBLE TO GET INTO THE 600S), YOU UNLOCK THE PICTURE OF ENGUARDE ON PAGE 7 OF YOUR ALBUM.

Token Bonus Level 2: Espresso

Start

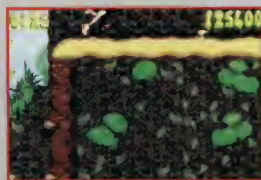


Token Type: EXPRESSO
Mini-Tokens Needed: 600
Camera Pieces:
#49: STICKING YOUR NECK OUT



You start in a massively long jungle area with hundreds of Espresso Tokens to take and areas to the left and right to investigate. To claim your 600 tokens, leap off the starting area and glide.

You fly through dozens of Tokens. Now zigzag through the air collecting more, and land in the bottom right corner of the large Token-filled arena. Then climb up the right rock wall to the next huge arena and repeat the collection strategy.



Ignore the area to the start's left, as it takes too long to climb up again after you enter it—it's easier gliding through the air. Land in the second arena's bottom right area, and climb the wall to the third.

Check your time, and with around 20 seconds on the clock, climb the right wall to the top, run across the hidden ceiling to a secret

alcove where the giant Espresso Token waits. Grab this to double your collected score, then return to the main area if there's time.



Camera Piece #49



YOU WIN A GREAT PICTURE OF EXPRESSO FOR PAGE 7 OF YOUR PICTURE ALBUM. IF YOU FOLLOW THESE GUIDELINES, YOU CAN EASILY COLLECT WELL OVER 999 MINI-TOKENS.



Token Bonus Level 3: Rambi

Start



Token Type: RAMBI
Mini-Tokens Needed: 600
Camera Pieces:
 #50: RAMBI RAMMING



Rambi's bonus stage consists of dozens of snow islands with Tokens to complete and a zigzag hill at the base for the rhino to thunder across. To gain the most points possible, leap to the right from your start.

Aim for the second tier of islands that run left to right; there is more space here

(and therefore more Tokens) than the leaping islands farther down in this zone. Continue across all 16 islands, leaping right.



Drop down when you reach the stone wall, all the way to the undulating hill, and run right to left, back to the starting point. Optionally leap to some of the lower islands.

Don't get stuck on these lower islands; continue the gallop until you reach the igloo where you started. Leap onto the roof of the igloo, then right, onto the row of upper snow islands.



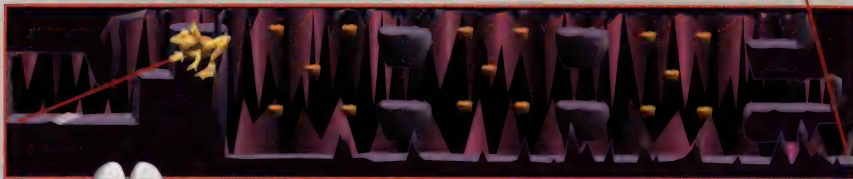
Camera Piece #50



RUN ACROSS THE TOP OF THESE UPPER SNOW ISLANDS UNTIL YOU REACH THE STONE WALL'S TOP. LEAP ONTO IT AND SLIDE DOWN THE SLOPE INTO THE HIDDEN AREA CONTAINING THE GIANT RAMBI TOKEN. YOUR TOTAL SHOULD AT LEAST BE IN THE 300S. THE RAMBI PICTURE ON PAGE 7 OF THE ALBUM IS NOW YOURS.

Token Bonus Level 4: Winky

Start



Token Type: WINKY
Mini-Tokens Needed: 600
Camera Pieces:
 #51: HOPPING MADNESS



Winky's Token collection is the hardest, but it's straightforward enough to complete after a couple of attempts. Start by bouncing left, through the tunnel entrance, and into the huge, Token-filled grotto.

Leap up to the first rock island, then leap right to the alcove above the entrance,

where there's a stash of Tokens. Otherwise, you'll spend most of your time leaping from the ground to the islands.



There are three main areas, and getting the most Tokens involves clearing the ground area, leaping to the middle islands, clearing this part, and then entering the next area via the middle opening.

When you reach the third cavern area, hop from the bottom right to the top left, into the hidden entrance. During this attempt, check how much time you have left, and grab more Tokens from the upper areas if possible.



Camera Piece #51



WITH SECONDS TO SPARE, LEAP INTO THE HIDDEN ENTRANCE. BOUNCE DOWN THE STEPS (YOU WON'T INITIALLY SEE THE GIANT WINKY TOKEN AS IT'S AT THE FAR LEFT), AND TAKE THIS TOKEN JUST AS YOUR TIME IS UP; YOU'LL EASILY MAKE THE 600 TOKEN REQUIREMENT. THEN OGLE AT THE BEAUTIFUL PURPLE FROG ON PAGE 7 OF YOUR ALBUM!

An Audience with K.Rool

Is your Camera Piece total at 51? Have you visited all of the Bonus Levels in the entire game? You can check by looking at the level names—the ones with exclamation points by them are completed. When you're happy with your results (and your "game complete" percentage is at 100), go for K.Rool! If it's less, you can still defeat the king of the Kremlings, but victory won't be as sweet!



Gang-Plank Galleon: K.Rool

Threat Level: HARD

Preferred Kong: EITHER

Camera Pieces:

#52: K.ROOL KYBOSHED



It's with an acute sense of irony that you realize your 33-level excursion to find K.Rool on the island leads you to an off-shore galleon—which is where this king croc has been hiding all the time! There's no time to lose; run to the right end of this main deck.

K.Rool lands on the deck's far right and throws his crown at you! Leap over the crown as it heads your way, and land on top of K.Rool's head with a now-familiar strike. This stops the attack and slightly dazes K.Rool. If you fail to hit K.Rool on the head, the crown will whiz off to your left, then return along the same path like a boomerang—watch out twice!



K.Rool continues to throw his crown at you until you strike him on the head with a jump. Stand near him, leap as he starts his throwing animation, and once the hit scores, scamper to the center of the boat. A second or two later, K.Rool starts a quick charge running right to left.

Jump over K.Rool—he's invincible. He stops at the boat's left end and throws his crown again. Jump over the incoming crown, onto the head of the giant lizard again, then run to the middle of the boat. Leap K.Rool's left-to-right charge.



After this first charge, K.Rool launches a faster right-to-left run. Simply leap over him, but react in time! He's back on your screen's left, throwing his crown. Bop that scaly head once again!

K.Rool then charges right, then left (faster), and this time rockets left-to-right with a full-tilt sprint straight at you. Quickly jump him as he charges. He stops at the boat's right side. Jump the crown and bop that head again!



K.Rool flashes red, jumps up and down twice, and then leaps to the screen's left. Follow him, standing behind the rigging. He then drops eight cannon balls from above; these drop and roll straight down in quick succession.

Move quickly under the cannon balls, just after the earlier cannon ball rolls away but before the current one drops and hits you. If you're precise, there's enough time and space to comfortably complete this task. After the cannon balls are dropped, K.Rool throws his crown.



Leap and bash his head. He leaps to the boat's right side and drops more cannon balls. This time they drop right to left, then left to right (there are around 18). Dodge them twice, wait for K.Rool to try throwing his crown, and bop him once more.

Now the croc's mad! He leaps left and launches three blasts of cannon balls dropping from the left, the right, then the left again. Dodge back and forth three times. Stay in one area and move between two close points between adjacent cannon balls. Then strike K.Rool on the head with a jump, one more time.



K.Rool collapses, and the credits begin to roll! Hold on though; these are "Kredits" and it seems some of K.Rool's minions were responsible for the game design! "Koding" was done by "Klap-Trap"? "Koncept" by "Klump"? Something isn't quite right here!

It's a trap! These are the fake credits; don't ignore them or switch off the game; the battle hasn't been won yet! After "The End?" scrolls off the screen, K.Rool gets back on his feet for a final battle! If you get knocked out during this second fight, you continue from here, not the start of the battle.



K.Rool makes short hopping bounds from left to right. Stay where you are, letting the croc leap over you, then follow him to the right, jump over the crown he throws and bash his head with a bounce!

Now stand next to K.Rool, don't jump, and let him bounce over you again. Stay where you are, as K.Rool bounces back to where you hit him before (the right of the ship). Move under his second series of jumps, or wait next to the vessel's end for him to land to your right.



Hit the croc once more after he throws his crown, wait as he bounces over you, then bounces for a second time, and then run left. He makes a last attempt to squash you by leaping from right to left with tiny hops, and you must still run under them. Timing is everything—run just as he begins to lift off the ground.



NOTE

HIDDEN 1UP BALLOONS, BANANA BUNCHES, AND OTHER STRANGE RANDOM PRIZES ARE AVAILABLE IF YOU POUND THE GROUND AT THE EXTREME LEFT AND RIGHT SIDES OF THE BOAT. THESE AREN'T NEEDED, BUT THEY ARE THERE!

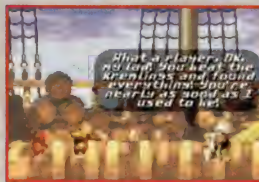


Camera Piece #52



ONCE YOU DODGE THAT FINAL TINY HOP CHARGE, WAIT FOR THE CROWN TO COME OFF, AND BASH THAT CRAZY KING ON THE HEAD ONE LAST TIME! HE FALLS TO THE GROUND, ANOTHER GIGANTIC BANANA APPEARS, AND YOUR LAST CAMERA PIECE (A FANTASTIC FINAL PICTURE FOR YOUR ALBUM ON PAGE 15!) IS SECURED. NOW LIE BACK, RELAX, AND WATCH THE ENDING!

Ending: All Hail the Kongkering Heroes!



Cranky Kong appears to congratulate you on the success of your Kremplings caper. Cranky also suggests you look inside your Banana hoard for a nice surprise. Then comes a short rogues' gallery of all the critters you encountered during the game.

There are Kritters, Gnawties, Krushas, Klumps, Klap-Traps, RockKrocs, Neckies, Mini-Neckies, Zingers, Krashes, Manky Kongs, Armies, Slippas, Bitesizes, Squidges, Chomps, Chomps Jr., Clambos, Croctopi, and the bosses.

You'll see Very Gnawty, Master Necky, Queen B., Really Gnawty, Dumb Drum, Master Necky Senior, and then your animal friends! Rambie, Espresso, Squarks, Winky, and Enguarde all frolic free on the deck!

Now all the Kongs are back together! There's Diddy, Donkey, Candy, Funky, and Cranky. Donkey's finished here; he's going back to



sleep. The rest of the Kongs moan about the various living conditions until K.Rool appears!

K.Rool informs the Kong crew that they've got to get off the boat. The threat is backed up by a promise to demolish DK Island with the ship's cannons! Ever the voice of reason, Candy suggests they depart, and let K.Rool sail off.

K.Rool's escaped, the Kongs must swim back to the island, and Cranky's fed up with the outcome. He thinks it's a cheap stunt to set up the story for the sequel. Is it? If so, we'll see you back here for more incredible Kong capers!

Check in at Jungle Hijinks when you start your game again, and you'll see (if you saved the game after finishing it) that your Banana hoard (under your hut by the start) is filled with delicious yellow fruit. High in potassium, too! Yum! Okay, time to split!

Kongratulations: Game Secrets!

Getting 101 Percent



After you complete the game and watch the real ending credits, or saved a game and returned to it, you're given a

percentage complete next to your save file. You haven't finish the game until this score goes to 101 percent! Here's how to achieve this score.

Normal Mode		
Factor	% per completion	Total % Score
FINISH ALL LEVELS	1%	33%
FIND ALL BONUS LEVELS	1%	33%
FIND CAMERA PIECES	1/2%	26%
VISIT ALL FUNKY CABINS	1/2%	3%
VISIT ALL CANDY CABINS	1/2%	3%
DEFEAT K.ROOL	2%	2%
VISIT ALL CRANKY CABINS	1/6%	1%
TOTAL		101%

Hero Mode



A big game secret becomes available after you obtain 90 percent or higher in your main game. Once this happens, you can start a new game in an unused save file, and you're given a new option: "Hero Mode."

This is similar to your main adventure, but with two important differences: First, there are no DK or Continue Barrels. This means

you must finish each level in one attempt! Second, you have no Donkey Kong! This means only Diddy (clad in yellow clothing instead of red) can finish the stages.

To finish this mode, simply follow the walkthrough. There are no Camera Pieces to find, and whenever Donkey Kong is the preferred chimp to take through a level, either avoid combat or learn new techniques to defeat enemies you once used Donkey to dispatch.

For example, the Klumps involve Cartwheels with Diddy, and you should avoid Krushas completely. Continue until you finish this mode. You gain no special rewards besides the satisfaction that you are truly a king among Kongs! Here is how the 101 percent completion plan breaks down for Hero Mode.

Hero Mode		
Factor	% per completion	Total % Score
FINISH ALL LEVELS	1%	33%
FIND ALL BONUS LEVELS	1%	67%
DEFEAT K.ROOL	1%	1%
TOTAL		101%

* OUR WALKTHROUGH HAS 68 BONUS LEVELS. THE WINKY PICKUP IN BOUNCY BONANZA ISN'T COUNTED IN THE CALCULATION.



Other Monkey Business

There is no reward for the Funky Fishing minigame, except an increasingly impressive score. The same goes for Candy's dancing minigame. Completing DK Attacks with all "S" rankings only unlocks a sense of primal pride at a job well done! However, there is a little cheat we've heard about to help you out....

50 Lives Code: Roll out the "BARRAL"



When you select your game, you can misspell "barrel" and award yourself 50 lives—these prove invaluable during the game! Highlight the "Erase Game," press and hold (SELECT), then tap (B), (A), (R), (R), (A), (L) ("BARRAL").

You'll hear Diddy exclaim "not bad!" if you complete this correctly. You now begin your game with 50 lives (but you can never have more than 99).



Kongs on Film: Camera Locations

52 Snapshots to Tick Off and Savor!



During your game, you build up an assortment of photographs in your picture album accessed via the menu screen (**START**). Here we list every Camera Piece in the game, the easiest method to obtain it, what picture it uncovers, and where in the album the picture appears. Below is a completed album for you to view!



Gorillas Gone Wild: Kong Picture Album Unveiled!



Kong Camera Piece Location List

Camera Piece #	Level	How to Get	Photo Revealed	Album Page #
#1: Ground Slap Klump	Jungle Hijinks	Ground Slap any Klump	Klump	1
#2: Bonus Level 1	Jungle Hijinks	Ride through Camera in Bonus Level	Donkey and Rambi	8
#3: Ground Slap Army	Ropey Rampage	Ground Slap any Army	Army	1
#4: Kritter Multi-bop	Reptile Rumble	Bounce or roll on three Kritters	Kritter	1
#5: Slippa Multi-roll	Reptile Rumble	Bounce or roll on three Slippas	Slippa	3
#6: Under the "G"	Coral Capers	Swim to secret alcove under "G"	Aquatic scene	12
#7: Funky's Scene (1 of 6)	Funky's Fishing	Complete fishing task	Six tile fishing scene	18

Kong Camera Piece Location List (continued)

Camera Piece #	Level	How to Get	Photo Revealed	Album Page #
<input type="checkbox"/> #8: Candy's Scene (1 of 6)	Candy's Dance Studio	Complete dance task	Six tile dance scene	19
<input type="checkbox"/> #9: Candy's Photo	Candy's Dance Studio	Achieve Perfect rating	Candy	6
<input type="checkbox"/> #10: Return to DK Hut	Jungle Hijinks	In DK Hut after Very Gnawty battle	Diddy and Donkey vine swing	11
<input type="checkbox"/> #11: A Warped Hiding Place	Mine Cart Carnage	Over edge of first cliff	Mine cart	9
<input type="checkbox"/> #12: Klap-Trap Slap	Stop & Go Station	Ground Slap any Klap-Trap	Klap-Trap	1
<input type="checkbox"/> #13: Mine the Gap	Stop & Go Station	Cartwheel to gap between ledges	RockKroc	4
<input type="checkbox"/> #14: Funky's Scene (2 of 6)	Funky's Fishing	Complete fishing task	Six tile fishing scene	18
<input type="checkbox"/> #15: Candy's Scene (2 of 6)	Candy's Dance Studio	Complete dance task	Six tile dance scene	19
<input type="checkbox"/> #16: Stick Your Necky Out	Necky's Nuts	Ground Slap center tire	Necky Sr.	4
<input type="checkbox"/> #17: Diddy You Complete Monkey Mines?	Monkey Mines (area)	Complete all with Diddy	Diddy Kong	5
<input type="checkbox"/> #18: Gnawty Multi-bop	Tree Top Town	Hit three Gnawties	Gnawty	17
<input type="checkbox"/> #19: Cliff Notes	Forest Frenzy	Cartwheel into Camera near end of level	Mini-Necky	4
<input type="checkbox"/> #20: Funky's Scene (3 of 6)	Funky's Fishing	Complete fishing task	Six tile fishing scene	18
<input type="checkbox"/> #21: Ostrich Stretch	Orang-Utan Gang	Glide to first Bonus Level	Diddy and Espresso	8
<input type="checkbox"/> #22: Steel Drum Utan-go	Orang-Utan Gang	Roll Steel Barrel into Manky Kong	Manky Kong	4
<input type="checkbox"/> #23: Clambo: First Flood, Part I	Clam City	Behind Clambo in vertical passage	Clambo	2
<input type="checkbox"/> #24: Candy's Scene (3 of 6)	Candy's Dance Studio	Complete dance task	Six tile dance scene	19
<input type="checkbox"/> #25: Maddening Millstone	Temple Tempest	Inside Millstone	Chomps	2
<input type="checkbox"/> #26: Inspect the Insect	Bumble B. Rumble	Ground Slap middle of arena	Zinger	3
<input type="checkbox"/> #27: Rope for the Best	Slipslide Ride	Top of up-rope	Chomps Jr.	2
<input type="checkbox"/> #28: Pass Out Passage	Croctopus Chase	In narrow tunnel near two Cannon Barrels	Croctopus	2
<input type="checkbox"/> #29: Candy's Scene (4 of 6)	Candy's Dance Studio	Complete dance task	Six tile dance scene	19
<input type="checkbox"/> #30: Snow Joke	Ice Age Alley	In gap above Barrel Cannon	Snow Scene	11
<input type="checkbox"/> #31: Funky's Scene (4 of 6)	Funky's Fishing	Complete fishing task	Six tile fishing scene	18
<input type="checkbox"/> #32: Too Dark Park	Rope Bridge Rumble	On tree trunk	Treetop scene	15
<input type="checkbox"/> #33: Flashlight in the Pan	Torchlight Trouble	In last Bonus Level	Squarks	8
<input type="checkbox"/> #34: Mincer Maneuver	Poison Pond	In Mincer alcove	Squidge	3
<input type="checkbox"/> #35: Funky's Scene (5 of 6)	Funky's Fishing	Complete fishing task	Six tile fishing scene	18
<input type="checkbox"/> #36: Candy's Scene (5 of 6)	Candy's Dance Studio	Complete dance task	Six tile dance scene	19
<input type="checkbox"/> #37: Rambie: First Blood Part II	Manic Mincers	Ram any Krusha with Rambie	Rambie and Donkey	9
<input type="checkbox"/> #38: Play Misty for Me	Misty Mine	Floating to left of Espresso Token	Bitesize	17
<input type="checkbox"/> #39: Crab Grab	Funky's Fishing	Catch crab	Funky	6
<input type="checkbox"/> #40: Funky's Scene (6 of 6)	Funky's Fishing	Complete fishing task	Six tile fishing scene	18
<input type="checkbox"/> #41: Cranky It Up!	Cranky's Cabin	Visit all Cranky Cabins	Cranky	6
<input type="checkbox"/> #42: Lights, Camera, Action!	Loopy Lights	Entrance to level	Kongs in mine cart	16
<input type="checkbox"/> #43: Candy's Scene (6 of 6)	Candy's Dance Studio	Complete dance task	Six tile dance scene	19
<input type="checkbox"/> #44: Flight of Fancy	Platform Perils	Cartwheel from arrow platform	Krusha	3
<input type="checkbox"/> #45: KONG-ratulations	Platform Perils	Collect all KONG Letters	The Kongs	10
<input type="checkbox"/> #46: Big Bosses Bashed!	Necky's Revenge	Defeat all bosses	Kong Cabin Scene	14
<input type="checkbox"/> #47: Donkeys to Victory	Chimp Caverns (area)	Complete all with Donkey	Donkey Kong	5
<input type="checkbox"/> #48: Swordfishing for Prizes	Token Bonus	Collect 400 Tokens	Enguarde	7
<input type="checkbox"/> #49: Sticking Your Neck Out	Token Bonus	Collect 600 Tokens	Espresso	7
<input type="checkbox"/> #50: Rambie Ramming	Token Bonus	Collect 600 Tokens	Rambie	7
<input type="checkbox"/> #51: Hopping Madness	Token Bonus	Collect 600 Tokens	Winky	7
<input type="checkbox"/> #52: K.Rool Kyboshed	Gang-Plank Galleon	Defeat K.Rool	K.Rool and friends	13



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Platform: Game Boy® Advance

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